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# 64 extreme

**HEXEN**  
REVIEWED

UK edition · September 1997

Issue 6

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**GOLDENEYE  
007**

**BIG BOND BREAKDOWN**

**ocean**

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FOCUS**

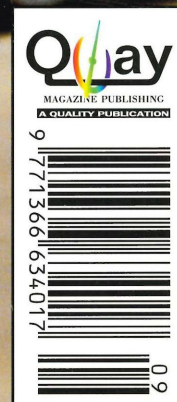
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# 64

With issue six of 64 extreme, we were planning on bringing you, our loyal

readers, a double surprise. Hopefully you have been pleasantly surprised to find that as of this issue, 64 extreme is now £2.95. So now we can bring you the same standard and quality that you have come to expect from us, for a whole pound less every month. The second part of the surprise was going to be a cover mounted player's guide, but then we got to thinking, what most of our readers would really prefer would be more pages every month and not just a one-off cover mount. So that is exactly what we'll do. From issue eight onwards, 64 extreme will be 100 pages in size, that's 16 pages more every month. It's our way of saying thank you to our readers who have been with us from the start.

I must say that I have been impressed with the general quality of this month's review games. There's really a very up-beat, optimistic feeling



in the Nintendo market at the moment, that I'm sure is going to grow stronger and stronger as we approach Christmas. Some of the pre-production software that I have seen over the last month or so has left me in no doubt that the N64 really has arrived and is

the only console to watch over the next year. Sure Sony and Sega have a few good games of their own, but neither have anything in the same class as Goldeneye 007, Mario Kart 64, Turok or ISS 64 and never will. The most exciting thing of all is the fact that the N64's hardware has hardly been pushed yet, not even by Nintendo themselves! So when the second wave of N64 software starts coming through, such as F-Zero 64 and Zelda 64, I believe gamers are going to be truly stunned by their sheer quality. I fully expect the demand for N64's to go through the roof this Christmas exceeding even Nintendo's expectation. Just see if I'm not right! I hope you enjoy this issue.

Keep the faith

*P. S. G.*

Pete



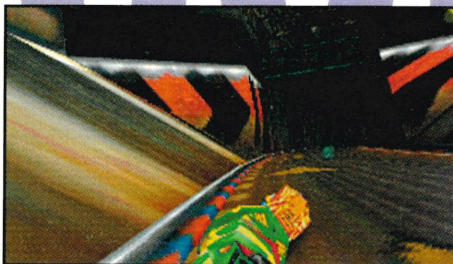
Your mission should you accept it will be to  
go to page 32 for the briefing of



**MISSION: IMPOSSIBLE**



# PREVIEWS



**Extreme G.....74**

**Robotron X .....76**



**Forsaken.....78**

## SOLUTIONS

**Hexen .....44**

**MK Trilogy.....57**

**Hidden Extras .....64**

## FEATURES



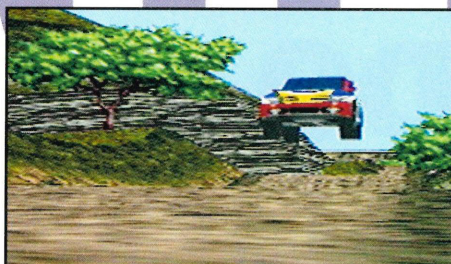
**Dream Team Focus  
featuring Ocean.....30**

**Mario-a-Likes .....37**

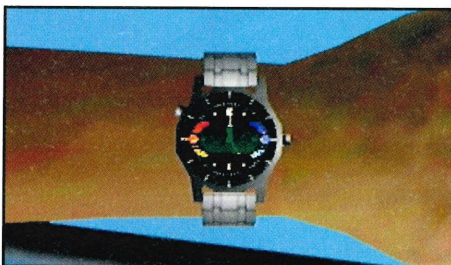
**History of Nintendo Pt.3 ...38**

**Four Player Frenzy.....69**

# REVIEWS



**Multi Racing Championship 12**



**Goldeneye .....16**



**Hexen .....22**



**Dark Rift. ....27**

# OVERVIEW

**International News..... 6**

**Ex, Lies & Video games 10**

**Reviews ..... 12**

**Dream Team Focus ..... 30**

**Mario-a-Likes..... 37**

**History of Nintendo Pt.3 38**

**Subscriptions ..... 42**

**64 Solutions..... 43**

**Hidden Extras..... 64**

**Ask The Expert..... 68**

**Four Player Frenzy ..... 69**

**Extreme Exchange ..... 72**

**Previews ..... 74**

**Ex Directory ..... 79**

**Next Issue ..... 82**

## review guide

**OVERALL SCORE - 0-50%**

Dire beyond words, do not buy this game under any circumstances.

**OVERALL SCORE - 51-70%**

Very poor. Not worth considering unless you are a big fan of the genre with lots of spare cash.

**OVERALL SCORE - 71-80%**

Pretty good but room for improvement. Try before you buy.

**OVERALL SCORE - 81-90%**

This is a good game that we would recommend you check

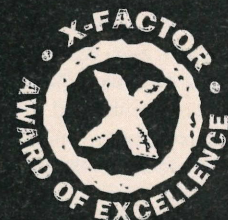
out. Falls just shy of greatness.

**OVERALL SCORE - 91-100%**

A fantastic game that you have to seriously consider buying. A game over 90% may well be honoured with the X-factor award.

### THE X-FACTOR

This rare honour is bestowed upon a game destined to be a classic. Some games have a certain indefinable mark of greatness about them. We call that mark the X-factor.







# STOP PRESS

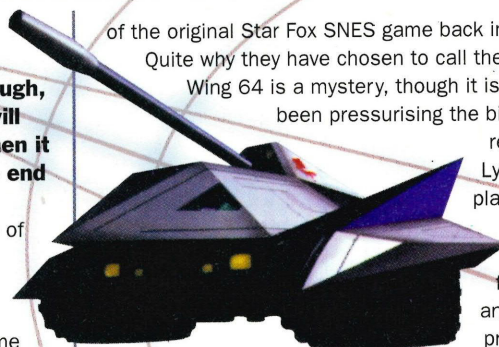
## NINTENDO OUTFOXED

### STAR FOX OUT, LYLAT WARS IN



**Star Fox 64 will now never receive a UK release! Don't panic though, because Star Fox 64 will be called Lylat Wars when it is released in the UK at the end of September.**

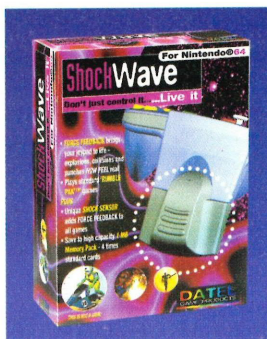
The reason for this is because of UK trademark restrictions (i.e. somebody else holds the rights to the Star Fox name). Nintendo had to change the name



of the original Star Fox SNES game back in 1993, in the UK to Star Wing. Quite why they have chosen to call the game Lylat Wars instead of Star Wing 64 is a mystery, though it is rumoured that LucasFilms have been pressurising the big N over the use of anything that remotely sounds like Star Wars. Lylat is the name of one of the planet constellations within the game, hence Lylat Wars. Lylat Wars will be bundled with Nintendo's feedback device the Rumble Pak and a players guide for the bargain price of £59.99.

## DATEL SEND OUT SHOCKWAVES

### N64 GAMES SHAKIN' ALL OVER

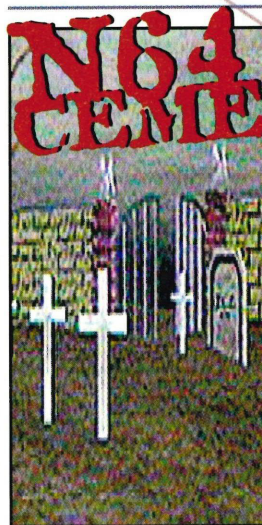


**Datel have unveiled the 'must have' accessory of the year in the form of the Shock Wave. The Shock Wave is a force feedback device just like Nintendo's own Rumble Pak but with some significant differences, the greatest of which is that it works as a feedback device with ALL N64 GAMES.**

It achieves this by having a built-in sound sensor which detects changes in the sound levels within games and converts them into force feedback effects. The device can

differentiate between music and sound effects as well as being able to filter out other noises that come from within the room that you are playing in. Users can alter the sensitivity of the device by altering its range. It is also compatible with all normal Rumble Pak software. Not only is it a feedback device, but the Shock Wave also comes with 1 Meg of memory built into it (four times the capacity of standard cards). The Shock Wave also comes with a LED data and memory display. The final trick the Shock Wave has up its sleeve is that, unlike Nintendo's Rumble Pak, it draws its power through the control pad and therefore doesn't require batteries. Datel plan to release the device in August, retailing at £24.99. 64 extreme had the pleasure of giving the Shock Wave a quick play test with various non Rumble Pak games and can report that it works brilliantly. We will give it a more exhaustive play test in our next issue. Datel also have revealed their latest break through in memory card technology

with the new 4 meg game save cartridge. It features a new linear page mode, which basically means you won't have to flick through lots of different pages to find the game save you want to use any more, because they are all stored on one page. The new card has 16 times more memory than the standard card and comes in five different colours. For further information call Datel on 01785 810800.



**The N64 cemetery is an occasional place we visit in International Stop**

**Press news, to put flowers on the graves of games that were in development for the N64, but have now been cancelled and have been declared dead:**

#### **Final Doom 2: Absolution Midway**

A very sad piece of news has reached us that production on the recently announced follow-up to Doom 64, Final Doom 2: Absolution, has now been cancelled. It would appear that Midway wants to concentrate solely on the Quake series, perhaps finally laying the Doom series to rest. May it rest in peace!



# N64 RELEASE DATES



## UK RELEASE DATES

### AUGUST

Wayne Gretzky's 3D Hockey (Nintendo/Midway)  
Blast Corps (Nintendo)

Hexen (GT Interactive)  
NBA Hangtime (Nintendo/Midway)

### SEPTEMBER

Cruis'n USA (Nintendo)  
Doom 64 (GT Interactive/Midway)  
Star Fox 64: Lylat Wars w/ Rumble Pak (Nintendo)

### OCTOBER

Goldeneye (Nintendo)



Multi-Racing Championship (Ocean)

### 3RD QUARTER '97

TBA - F1 Pole Position 64 (Ubi Soft)  
TBA - Robotron 64 (GT Interactive/Midway)  
TBA - War Gods (GT Interactive/Midway)

### DECEMBER



Yoshi's Island 64 (Nintendo)

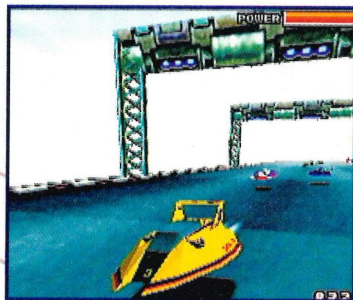
### 4TH QUARTER '97

TBA - Blade & Barrel (GT Interactive)  
TBA - Quake 64 (GT Interactive/Midway)  
TBA - Rev Limit 9 (Seta)

### 1ST QUARTER '98

TBA - Mission: Impossible (Ocean)  
TBA - MK Mythologies: Sub-Zero (GT Interactive/Midway)  
TBA - Zelda 64 (Nintendo)

### 1998



TBA - Castlevania 64 (Konami)  
TBA - F-Zero 64 (Nintendo)  
TBA - Attack! (GT Interactive)  
TBA - Bio Freaks (GT Interactive/Midway)  
TBA - Body Harvest (Nintendo)  
TBA - Centipede X (GT Interactive/Midway)  
TBA - Clay Fighter 63 1/3 (Acclaim/Interplay)  
TBA - Duke Nukem 64 (GT Interactive)  
TBA - Joust Epic (GT Interactive/Midway)  
TBA - Mace: The Dark Age (GT Interactive/Midway)  
TBA - Mortal Kombat 4 (GT Interactive/Midway)  
TBA - Mystical Ninja 64 (Konami)  
TBA - Rebel Moon Revolution (GT Interactive)  
TBA - San Francisco RUSH (GT Interactive/Midway)  
TBA - Unreal (GT Interactive)



## JAPANESE RELEASE DATES

### AUGUST

01/08/97 - Doom 64 (Gamebank)  
01/08/97 - Mahjong Hourouki Classic (Imagineer)  
07/08/97 - Goemon 5 (Konami)  
08/08/97 - Power League 64 (Hudson Soft)  
23/8/97 - Goldeneye (Nintendo)

### SUMMER '97

TBA - Baku Bomberman (Hudson Soft)  
TBA - Hiryu No Ken Twin (Culture Brain)  
TBA - Yoshi's Island 64 (Nintendo)

### SEPTEMBER

J-League Dynamite Soccer (Imagineer)  
Jikkyou World Soccer 3 [ISS64] (Konami)

### AUTUMN '97

TBA - 3D Fighting (Imagineer)  
TBA - 64 Oozumo (Bottom-Up)  
TBA - Aero Gauge (ASCII)  
TBA - Hexen (Gamebank)  
TBA - Kiratto Kaiketsu! 64 Tanteidan (Imagineer)  
TBA - Mission: Impossible (Victor Interactive Software)  
TBA - Morita Shogi 64 (Seta)  
TBA - Pro Mahjong (Athena)  
TBA - Rev Limit (Seta)  
TBA - Sim City 2000 (Imagineer)  
TBA - Top Gear Rally (Kemco)  
TBA - Virtual Pro Wrestling: Ultra Battle Royale (Asmik)

### OCTOBER

Sonic Wings Assault (Video System/Paradigm)  
J-League Eleven Beat 1997 (Hudson Soft)

### NOVEMBER

Chameleon Twist (Japan System Supply)

### DECEMBER

Hyper Olympic in Nagano (Konami)



Super Robot Spirits (Banpresto)

### 4TH QUARTER '97

Holy Magic Century Eltale (Imagineer)  
Legend of Zelda 64, The (Nintendo)

### MARCH 1998



Mario Paint 64 (64DD) (Nintendo)  
Mother 3 (64DD) (Nintendo)  
Pocket Monster 64 (64DD) (Nintendo)  
Sim City 64 (64DD) (Nintendo)  
Jungle Emperor Leo (Nintendo)

### SPRING '98

### 1998

TBA - Buggie Boogie (Nintendo)  
B BOOGIE TIFF  
TBA - Blade & Barrel (Kemco)  
TBA - Body Harvest (Nintendo)  
TBA - Cabbage (64DD) (Nintendo)  
TBA - Cavalry Battle 3000 (Japan System Supply)  
TBA - Creator (64DD) (Nintendo)  
TBA - Cu-On-Pa (T&E Soft)  
TBA - Dracula 3D (Konami)  
TBA - Dual Heroes (Hudson Soft)  
TBA - F-Zero 64 (Nintendo)  
TBA - Famista 64 (Namco)  
TBA - Fire Emblem 64 (64DD) (Nintendo)  
TBA - Flight Simulator (Video System)  
TBA - G.A.S.P.! Fighters' NEXTeam (Konami)  
TBA - Golf (Nintendo/HAL)  
TBA - Ikazuchi No Gotoku - Chinese Chess (Seta)  
TBA - Jikkyo Golf Tournament '97 (Konami)  
TBA - Jissen Pachi-Slo Hissyouhou (Sammy Kougyou)  
TBA - Kindaichi Shonen no Jikenbo (Hudson Soft)  
TBA - Kirby's Air Ride (Nintendo)  
TBA - Macross: Another Dimension (Tomy)  
TBA - Nintama Rantarō 64 (Culture Brain)  
TBA - Ogre Battle Saga (64DD) (Quest)  
TBA - Pachinko World 64 (Syuei System)  
TBA - Pilotwings 64 II (Nintendo/Paradigm)  
TBA - Pocket Monster RPG (64DD) (Nintendo)  
TBA - Sim Copter 64 (Nintendo/Maxis)  
TBA - Space Dynamites (Vic Tokai)  
TBA - Super Mario 64 II (64DD) (Nintendo)  
TBA - Super Mario RPG 2 (64DD) (Nintendo)  
TBA - Tamagotchi (Bandai)  
TBA - Tetrisphere (Nintendo)  
TBA - Toukon Road: Brave Spirits (Hudson Soft)  
TBA - Ultra Donkey Kong (64DD) (Nintendo)  
TBA - Wayne Gretzky's 3D Hockey (Gamebank)  
TBA - Wild Choppers (Seta)  
TBA - Zelda DD (64DD) (Nintendo)





# SLY PROMOTION PUTS NINTENDO ON MCLOUD NINE

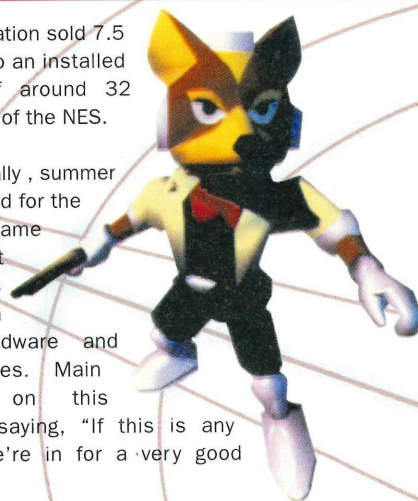
## STARFOX FLIES THROUGH THE ROOF

Nintendo's mailed video campaign to advertise Star Fox 64 has been a howling success. One million videotapes were sent to known N64 owners in the States to publicise the release of the game and the Rumble Pak packaged with it. Within the first five days of it being on the shelves it sold a record 300,000 copies. Being sold at a proposed retail price of \$69.95, the opening week's takings were nearly \$21 million - the equivalent to the 'box office' takings of a huge Hollywood movie.

Peter Main, Vice President of Nintendo of America, has said that he expects sales by the end of August to reach 800,000, approximately \$56 million worth. He also stated that the US has an installed base of 3 million Nintendo 64 consoles, meaning that corresponding to company forecasts, one in four owners will purchase this latest release. This matches the all-time-best selling Super Mario

3, which in relation sold 7.5 million units to an installed foundation of around 32 million owners of the NES.

Characteristically, summer is a slow period for the video game industry, but Nintendo has experienced a leap in hardware and software sales. Main commented on this increase by saying, "If this is any indication, we're in for a very good summer".



## YAMAUCHI'S LAST STAND

Nintendo®

## MILLENNIUM MOVE FOR NINTENDO'S PRESIDENT

Hiroshi Yamauchi, president of Nintendo Co. Ltd, has declared that he will retire by the year 2000 from the company he took over more than 30 years ago. Corporate Communications Director of Nintendo of America, Perrin Kaplan, wouldn't confirm the truth of the Japanese newspaper article, but she could confirm that his intention is to ensure that the 64DD succeeds before he does retire, Yamauchi himself clarifies this in the newspaper interview by saying, "I want to make sure the 64DD changes the face of gaming, although if my thinking is wrong, I want to see that too."

Yamauchi has ruled his company with an iron grip throughout the last 38 years. He has brought both Nintendo characters and games into Japanese lore and has methodically rejuvenated the video game industry in the US. Yamauchi has a reputation as a merciless but extremely perceptive businessman. His favourite recreation is a Japanese strategy game called Go - he does not play video games! Asked who might be the successor to Yamauchi, Kaplan said, "I wouldn't even begin to speculate on that yet, it's too early".

## NINTENDO 2 TAIWAN COUNTERFEITERS 0

## PIRATES BLASTED OUT OF THE WATER



Nintendo who claim they have lost \$810 million already this year due to piracy. The items detained included video game cartridges, cartridge components, chips and game controllers.

Chairman, Howard Lincoln, commented "The biggest competitor we have world wide is the counterfeit market, as a result we're dead serious about catching offenders and bringing them to justice".

This second shipment came from Taiwan, one of the world's largest offenders in manufacturing and exporting illegal video game products. The apprehended items are now in Nintendo's hands and will be destroyed. Paraguay is the piracy centre of Latin America, its infamous 'free trade zone' has thousands of counterfeit products crossing along its 'Dry Bridge' - a freeway on which trucks transport the goods for sale in Brazil, Chile and other South American countries. This underground border zone economy is estimated to move around \$10 billion worth of counterfeit goods each year.

Nintendo of America and Paraguay officials have

captured a second shipment of illegal game products with a US street value of \$2.6 million. The raid took place at Latin America's main entrance for illegal goods, Ciudad Del Este in Paraguay.

It's the second in two weeks, and a major victory for



international  
• stop press

# HEAVY PETTING ON THE N64

## THERE'S NO ESCAPING THEM!

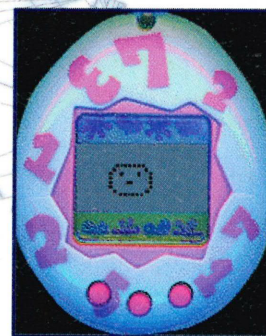
### TAMAGOTCHI™

Bandai Co. Ltd have announced that no one is safe from the Tamagotchi phenomena by stating that a software version of its popular virtual pet will be developed for the Nintendo 64. A Bandai spokesman declared, "We've decided to release a software version after we saw that sales of the portable Tamagotchi were strong".

Tamagotchi begins its existence as a bird-like representation on the screen of an egg-shaped key-ring. It evolves from a chick to a mature adult in around

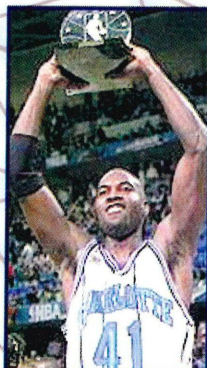
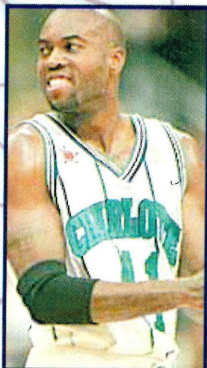
10 days, but this is dependant on the owner feeding, grooming and soothing the creature. Neglect will result in it wasting away and dying. The price and release date has not yet been decided.

The month of June saw a Game Boy version released in Japan, which the initial shipment of 450,000 has already sold-out. Bandai expect to reach the 1 million mark by the end of August. The original liquid-crystal version has sold almost 9.5 million units!



# KONAMI POT RICE

## HORNET IN NBA STING



Glen Rice of the National Basketball Association's Charlotte Hornets, has been signed to endorse Konami's latest title for the Nintendo 64, **NBA In The Zone '98**.

He will be featured on all NBA In the Zone '98 packaging and will also feature in television advertisements.

Rice has already commented, "I'm excited to be a part of NBA In the Zone '98. Konami's

NBA In the Zone titles are the best basketball games ever made. The simulations are so realistic you feel like you are on the court playing face-to-face against the league's best players. As a huge video game fan myself, I'm happy and proud to be a member of the Konami Sports Series team".

Ken Dirnberger, president of Konami of America Inc., has also made a statement, "To say that Konami is thrilled to have Glen Rice on board to endorse NBA In the Zone '98, would be putting it mildly. Not only is Glen one of the NBA's premier players, he's a team leader who knows what it takes to achieve greatness. Being the big video game fan he is, we're elated to know that he's part of the Konami Sports Series".

The game includes signature moves of players that are given realism by motion capture technology with 3D mapped polygon graphics. There's also full rosters, full-season play and the ability to trade and substitute players.

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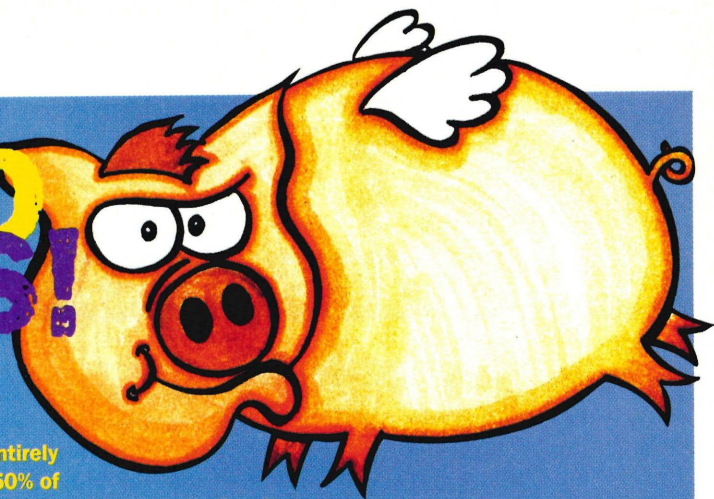
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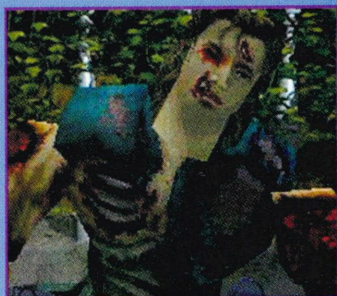
# EX, LIES AND VIDEO GAMES!



**D**uring a recent conversation with a friend of mine who works on a rival mag, he commented, "I really like your page of made up game industry stories". He was of course referring to this page, but had entirely missed the point. Yes, a few of the stories are indeed fictitious, but at least 50% of them are absolutely true, while some others are partly true with a bit of embellishing thrown in for fun. It would be pointless printing a page of lies. The fun bit is to try and suss which is which. Can you spot this month's facts from the floaters?

## NOT A SHAGGY DOG TALE

Early news of Capcom's first potential block busting game



Resident Evil for the N64 has arrived. Not only will the N64 version include the 'Director's cut' of the original game but a special bonus mystery game has been included. Scattered throughout the game there are 20 bone shaped biscuits

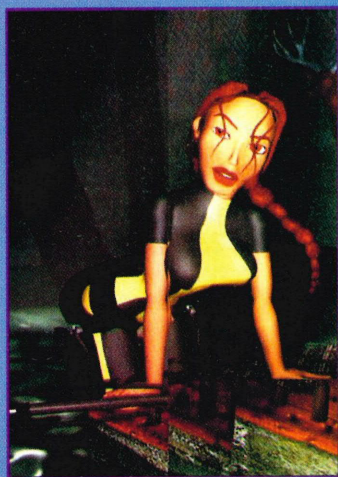


to collect. If you manage to collect all 20 biscuits and finish the game in under two and a half hours, you can then access the 'Scooby Doo' bonus game. That's right, the

biscuits that you pick up in the game are actually Scooby Snacks! The bonus game is exactly the same as the normal game except that you now play as Shaggy with the rocket launcher as your weapon. You will have Scooby Doo as your sidekick, who will howl when he sniffs danger in the air.

## EARTH CALLING LARA!

A bizarre tale of revenge has reached me about a man who



was addicted to the game Tomb Raider and its star Lara Croft, to an unhealthy proportion. 21 year old Paul Malyon of Eltham, in South London, spent most of his waking hours either playing or talking about Tomb Raider, much to the irritation of his girlfriend who we shall call Miss X. She put up with his

endless hours playing the game and the fact that their bedroom was covered from top to bottom with posters of the admittedly lovely Lara Croft. She even managed to cope with the fact that he ran up huge phone bills and wasted hundreds of hours talking to other fans on Tomb Raider websites. The final straw came one evening, when the couple were making love. Mr Malyon was reaching the peak of his sexual excitement, when he whispered into his partners ear, "oh Lara, you're really driving me wild baby!". That was it, Miss X unceremoniously slung Mr Malyon out of their shared home. Two days later Miss X started to receive phone calls at the building society where she worked, from men calling her Lara and asking her to talk dirty to them as well as making several other lewd suggestions. In fact she received several hundred phone calls over the next week. It transpires that her jilted boyfriend had placed several bogus adverts on Tomb Raider related websites advertising a Lara Croft telephone sex line costing only five pence per minute. Miss X left her building society job, unable to live with the embarrassment and is now suing Mr Malyon for harassment and loss of earnings.



## TUROK PULLS OUT OF PSX

You read it here first (Ex Lies #1), Iguana US have now canned any further development of the Sony PlayStation version of Turok: Dinosaur Hunter, because 'a credible conversion just isn't possible'. It would seem that rather than launch a lack lustre sawn-down version of the amazing N64 game, Iguana have wisely chosen not to damage the reputation of the licence by releasing anything other than a triple A grade product. Off course us lucky N64 owners have Turok 2 to look forward to next March. Ahh, life is good.

**Wanna share a secret? Do you wish to blow the gaff on somebody? Fancy starting a vicious yet totally unfounded rumour? Well you can, completely anonymously, by sending your rumour/story/lie to us at: Ex, Lies and Video Games, 64 Extreme, Quay Magazine Publishing, Quay House, The Quay, Poole, Dorset BH15 1HA**



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GUIDE



MEMORY PACK

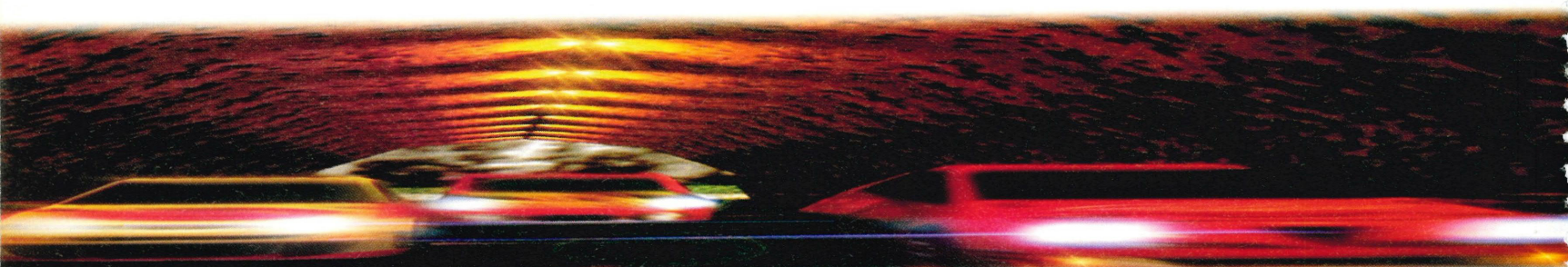


4 PLAYER



# Multi Racing Championship

reJOice! THE first deCent raCing gAME hAS arRiVed ON the N64 (not cOUNtiNg MARIO Kart aS a deDicated rACiNg gAME thAt iS). NO beAtiNg abOUt the buSh, the N64 NOW hAS a rACER whiCh can hOId iTS OWn agAiNst the liKES of SEga Rally and V-Rally. DOUBt my wOrd? WEll reAd on deAr reAdEr, reAd on..



IT CERTAINLY IS A RELIEF TO REPORT THAT THE N64 HAS IN THE FORM OF MULTI RACING CHAMPIONSHIP (OR MRC AS WE SHALL REFER TO IT FROM HERE ON) A RACING GAME TO BE PROUD OF.

It certainly is a relief to report that the N64 has, in the form of Multi Racing Championship (or MRC as we shall refer to it from here on), a racing game to be proud of. After the utterly dire Cruis'n USA (64 extreme #1 - 49%) and the inadequate pop-uparama that was Human Grand Prix (64 extreme #3 - 60%) our beloved console urgently needed a decent racer and MRC, developed by Japanese software house Genki, is certainly that. MRC has three tracks, which on the surface looks a bit paltry until you understand the structure of the game itself.

As the 'multi' in the title suggests, there are different racing routes through each track, some on-road



► MRC opens with this rather snazzy intro.

out which is the best path through each course (see 'What the fork' box-out). You can customise any of the settings on the eight vehicles that you can initially choose from,

vehicle can be tinkered with in all departments. Tyres: choose for whichever weather conditions you are going to face. Gears: automatic or manual plus ratio variance.

**The on-road and off-road tracks makes MRC's choice of routes great fun and brings longevity to the game.**

some off-road. The choice of routes adds greatly to the fun and overall longevity of the game, as you suss

four of them are off-road vehicles such as buggies and jeeps while the other four are touring cars. Each

Suspension: adjustable to suit whichever route you are going to take. Brakes: hard or soft. Steering:





► Look out for the special hover car!



► Power sliding around corners is a major part of this game.



► You really shouldn't drive whilst on the Pistel!

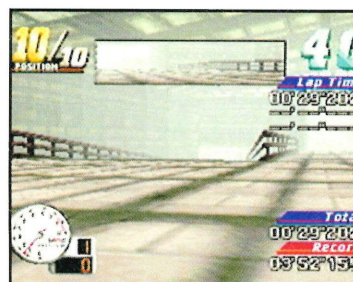
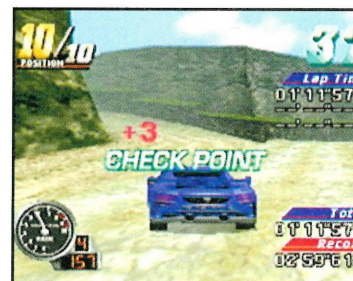
speech in the game is in English, so if you can't wait for the UK version, the Jap import is still a good option.

Graphically, MRC is a pretty good looking game, appearing in style to be somewhere between Ridge Racer and Sega Rally. There is no pop-up in evidence whatsoever or any decline in the quality of the picture when the screen splits into two player, although there are some side borders (disguised as speedometers) that Genki have had to introduce to keep the frame rate up. The scenery all looks very nice, especially on the Mountain course which has a particularly impressive waterfall. The weather conditions also vary throughout the races from foggy to snow and sleet. Also the time of day the race takes part on varies according to which races you are competing in. The vehicles themselves all look very solid and realistic and the races can be viewed from three different viewpoints, one from behind the car, one from slightly higher behind the car and the last is a hood ornament view, which to my mind is both the best looking and the easiest to handle. The AI (artificial intelligence) on the CPU cars is of a high standard. They really do hustle you and cut you up every chance they get and in the later Match mode, the rival cars take all the short cuts and really give you a run for your money. Also MRC has a neat addition in the form of the Close Road option, which allows you to customise the tracks by closing the alternative routes. By doing this you can make the tracks all off-road, all on-road or a mixture of both. This gives you a huge range of different course set-ups, which is a rather clever and original extra.

Another feather that MRC has in its cap, is the fact that it is the first third party game to make use of Nintendo's nifty new feed back device, the Rumble Pak. Using the Rumble Pak with MRC really adds to the

## WHAT THE FORKS GOING ON?!

Here's where the multi racing bit comes into it, sports fans. On each course there is a choice of routes. "We're coming up to a fork soon", says your co-driver and he's not wrong. On the Seaside track, there are two forks, four on the Mountain track and five on the Down Town track. The choice of routes allows you to select an on-road section or a shorter off-road section that will take you across more hazardous terrain, with more challenging conditions. Which route to take is best decided by your race position or which type of vehicle you have selected to race as.



loose or tight. Aerodynamics: adjust the rear wing to alter the amount of down force your car will create on the straights. It would have been nice to be able to do your own paint job on your vehicle and design your logo but I suppose you can't have everything. All these adjustments really do make a hell of a difference to how your car handles and you

can save your adjustments to a memory pak, although MRC does have some built in RAM which all of the course records and cups that have been won will be automatically saved to.

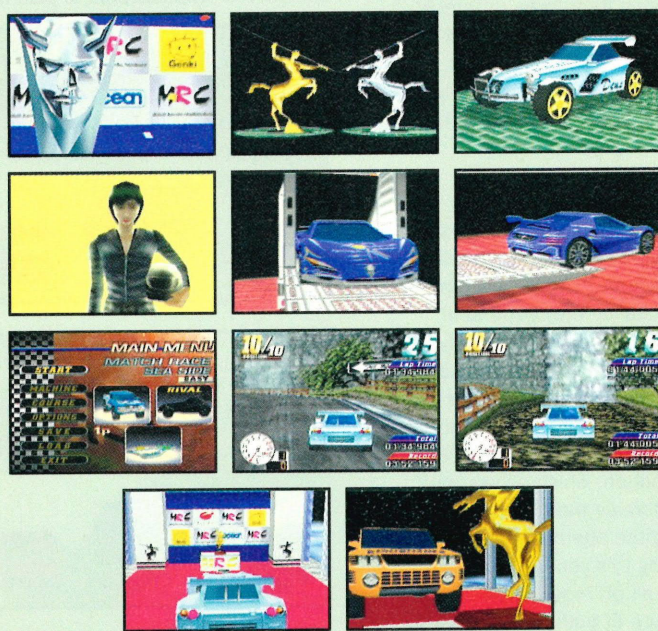
It is worth noting for the benefit of all you who own import machines, that all on screen instructions and



## MODES VERSUS TRUCKERS

When you begin to play MRC, there are four modes of play available to you. Time Trail is you alone on the course of your choice, in which you have to reach the check points in the allotted time and there is also a ghost car for you to compete against over three laps. Free Run gives you the luxury of being able to have a good look around each course at any speed you like for an unlimited amount of laps. Vs. Race is your normal two player split screen affair where you can race against a friend (or foe!).

Championship is where things get interesting. It's you against nine CPU controlled cars over three laps. Finish first and you will win a gold cup and be treated to a rather flash end sequence. If you win all three gold cups on each of the three courses, an extra option opens up to you called Match Mode. In this mode you race against one of the game's hidden vehicles in a one-on-one night time race. Once you have beaten the car over all three courses the whole process will start again, against a new hidden piece of kit. With the final hidden vehicle beaten both the hidden buggy and sports car (for that is what they are) will become available for you to select in Championship and Time Trials. You now will have the honour of also being able to play all three courses in mirror mode in the nude if you feel so inclined!



driving experience and helps you appreciate the sort of knocks your vehicle is taking and really gives the feeling of the rough terrain you are going over, in the off-road sections of the game. It's not totally essential for you to play MRC

with the Rumble Pak, but it certainly is a good addition. The control of the cars is absolutely spot on and really shows how much more precise control an analogue stick can offer over that of digital pads. Sound-wise, MRC is a mixed bag the music is just awful but more importantly the sound effects are



► The time of day changes as you progress through the Championship mode.



► This is the snazzy hidden buggy. It goes like greased weasel shit!



► Some rather tasteful Greek ruins adorn the side of the Seaside track.

very good and there is lots of speech thrown in from your co-pilot who directs you through the course. "Easy right, sharp left turn", that kind of stuff. Although the speech is nice and clear, your co-pilot sounds a bit disinterested and insincere if you know what I mean and ends up getting slightly irritating.

Criticisms? Well the resolution of the game itself could (and should) have been higher and can look a little murky in places. Also, I'm afraid that MRC is ridiculously easy to finish and any reasonably accomplished gamer will have won all the cups, gained the extra cars and acquired mirror mode on day





► For a sneaky turbo start, keep your revs around the 600 mark before the word 'GO' appears.



► A real test of the shock absorbers coming up!

As with Human Grand Prix, I'm a little dissatisfied in MRC. There's not one gaping flaw, in fact all of the ingredients are here, plenty of cars, track variations, speed and a two player mode. They just haven't been baked to perfection, making the whole thing a little flat. Still there's always Top Gear Rally.

Saul

one. It must be noted however that the difficulty setting may well be ramped up by the time the PAL version is released, since traditionally the Japanese like their games to be on the easy side. Besides, as any racing game fan knows, the real joy of playing is to be found in the pursuit of attaining new track records and beating your mates in the mega competitive two

other way round where at first you are impressed, then with time the novelty wears off and you lose interest in the game. In fact, to be quite honest, when I first played MRC, I was not that impressed, but as time has passed I have become more and more addicted to it. I know that this is the case with everybody else in the office and I can safely say that MRC is the most sought

## It's going to be interesting to see how Rev Limit and Top Gear Rally will fare in comparison to MRC.

player races. Oh yeah, one other small moan is that the two player mode is solely one-on-one with no CPU cars included, which I thought was a bit of a pity.

MRC is one of those rare games that you actually grow to enjoy more each time you play, rather than the

after cartridge of the moment here at the 64 extreme gaming palace. It's going to be real interesting to see how Rev Limit and Top Gear Rally will fare in comparison to MRC when they are eventually released, but for now MRC is by far the best dedicated racing game available on the N64 and a worthy purchase for

anybody with a passing interest to the racing game genre. **Pete** ■

**Published by:** Ocean  
**Release date:** Out now (Jap)  
October (UK)  
**Telephone no:** 0161 832 6633  
**RRP:** TBA

## scores

**graphics** 80

MRC is extremely smooth and keeps up a good frame rate. It's a shame that the overall resolution isn't all it should be.

**sound** 82

Some great tyre screeching and engine throbbing effects along with loads of speech from your dozy sounding co-pilot.

**gameplay** 87

Easy to pick up, hard to put down. All the vehicles handle differently and in a convincing fashion.

**lifespan** 80

Stupidly easy against the CPU cars, but comes into its own in two player and ghost mode. The multi routes also add to the overall longevity.

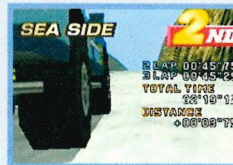
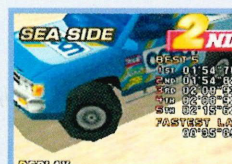
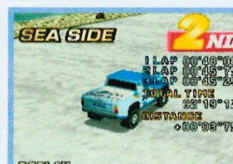
**overall** 85

A fine racing game that all gamers will derive a lot of pleasure from. Falls just short of greatness because of being far too easy to complete.

## LET'S SEE THAT AGAIN TONY!

The replay facility that is available at the end of each race in MRC is very impressive. Left to its own devices, the CPU will play back the entire race from a wide variety of different camera angles, including

from a behind your car's back wheel arch cam, hood ornament cam, high in the sky cam and rear bumper cam. You can also view the replays from any of the camera angles you want by pressing the yellow C buttons.





# Goldeneye 007

**move OVER TuROK, yoU biG fLUffing PANsy, aNd MAkE wAY fOR BoNd. ThE mAN whO HaS a liCEnSE TO sHag aS wELL aS kILL!**



► No way!

**basically bollocks. Rare have taken their time and the only people who will benefit from this is Joe Public - and that's how it should be!**

I've never really seen myself as the Bond type. Prancing around, saying the right things at the right time, killing people in cold blood and doing loads of beautiful women - well, I could handle the last one.

I've seen all the films, not because I wanted to but basically you can't get away from them. Unless you lock yourself away at Christmas you're bound to accidentally watch one. But all that applied to me approximately five days ago - for twenty eight years

shot in the foot, and that's not with a waterpistol full of holy water but with my trusty Walther PPK. My name's Bond, Dazza Bond.

This stark transformation wasn't caused by Goldeneye the film, but Goldeneye the game. I innocently placed the cartridge into the 64, cranked up the speakers and sat back to play yet another first person, old hat, seen it before, think of something new, Doom clone. On flicking the power switch, I was hit between the eyes with a bogus BBFC certification, and then my eardrums were engulfed with the hypnotic Bond theme. In a trance-like state, I watched the famous Bond intro sequence. Good old Pierce strolled on and the shot the screen red, and I was hooked. Next came the chain

**F**ilm licences and videogames don't mix! Well, they never used to - but on the other hand they've never been shaken and stirred by the likes of Rare Software. It's been a long time since Goldeneye the film was

**As soon as you start your quest as 007 you realise that this isn't just a mad massacre.**

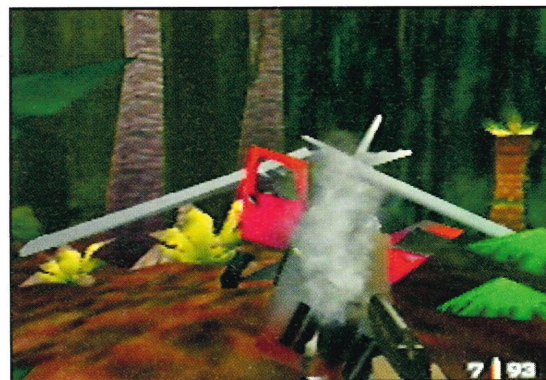
flavour of the month, but who really cares! Rushing software to coincide with the film release is

of my life, Bond could take a flying jump! Now things have changed. My peaceful Buddhist beliefs have been

of principle players: Natalya Simonova played by Izabella Scorupco, Alec Trevelyan played by



► The Walther PPK showing what it can do.



► Another scene from Manchester airport.

MY PEACEFUL  
BUDDHIST BELIEFS  
HAVE BEEN SHOT  
IN THE FOOT, AND  
THAT'S NOT WITH A  
WATERPISTOL  
FULL OF HOLY  
WATER BUT WITH  
MY TRUSKY  
WALTHER PPK.



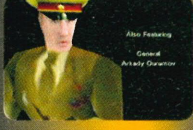
ENTERTAINMENT WEEKLY BOARD OF GAME CLASSIFICATION

This is an unrated game.

007™

PRO-RENT  
Unrated  
Violence  
Language  
Sexual Content  
Suggestive Themes  
Suitable only for 14+ persons

James Bond: Theme by Monty Norman  
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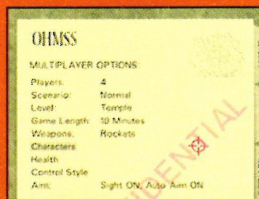
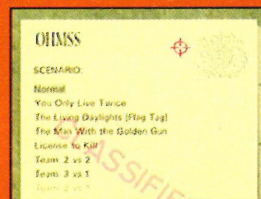


## GET YA JAWS INTO THIS!

If owning the best N64 game so far isn't enough, there's also a multiplayer game that kicks ass. This feature is more than the icing on the cake, it's another tier. If you've got four controllers and three mates, plug 'em in and kick 'em in.

There are eleven areas to fight in - Temple, Complex, Caves, Library, Basement, Stack, Facility, Bunker, Archives, Caverns. You can select from the main eight characters in the game, and once you have completed the game more retro villains and minor characters from Goldeneye will be available - Mayday, Jaws, Oddjob, Baron Samedi, Russian Soldier, Russian Infantry, two Scientists, Russian Commandant, Janus Marine, Naval Officer, Helicopter Pilot, St. Petersburg Guard, four Civilians, two Siberian Guards, Arctic Commando, Siberian Special Forces, Jungle Commando, Janus Special Forces, two Moonraker Elite's.

It's not just a simple punch up either. There are nine different scenarios - Normal, You Only Live Twice, The Living Daylights (Flag Tag), The Man With The Golden Gun, License To Kill, Team 2 Vs 2, Team 3 Vs 1, Team 2 Vs 1. And if that's not enough, you can change the game length from minutes to points, the weapons available for pick-up, control method and aim.



Sean Bean, Valentin Zukovsky played by Robbie Coltraine, Xenia Onatopp played by Famke Janssen, Boris Grishenko played by Alan Cummins. This is what videogaming is all

Make too much noise by using the wrong gun and nearby nosey soldiers will come along to find out what's going down. Bond has to use stealth instead of strength, which is

of the rock face, aim and swiftly kill him with one shot to the head. Miss, and he'll come running towards you firing - and this will in turn attract nearby guards. Aiming on your

## This cold blooded killing extravaganza is made even more callous by the way they die.

about, being immersed in a new and exciting world right from the start!

As soon as you start your quest as 007 you realise that this isn't just a mad massacre, spraying bullets through everything and everyone. Well, you could try that, but it wouldn't get you very far. The AI (artificial intelligence) is top quality.

basically pretty unheard of in first person Doom clones - but the times are changing, and this is definitely an avenue worth taking. As soon as you start your first mission, Byelomorye Dam, Arkangelsk, USSR, you're thrust into a world - and dinner jacket - in which you have to think as well as use a gun. You can't run up to the first guard you see and

victim's head is helped by pressing either of the collar buttons to make a cross-hair appear. If the soldier can't see you, you can take as long as you like to make sure the hit is fatal. After promptly killing the first three soldiers on the first mission, you reach a guard tower. Here you'll find the Sniper Rifle - and if you're not hooked by the time you find it, you will be after you've used it. While standing on the guard tower you can see ahead of you a long dark tunnel,



► The Goonies treehouse.



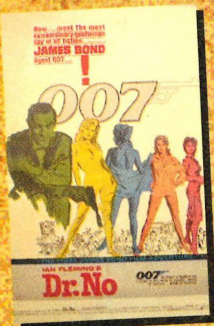
► Catch this in ya teeth, Boris.



# Pussy Galore gives Plenty of Goodhead

Nothing has been overlooked in Goldeneye, there's buckets full of options including eight different joypad configurations. These include one very similar to the Turok settings, so all you dinosaur hunters out there won't get confused. As well as that, you'll find that you can use two joypads - dual analogue control, nice! This allows analogue control of all your movements, not a digital message insight. It's definitely not the easiest way to control James, but it looks posy that's for sure!

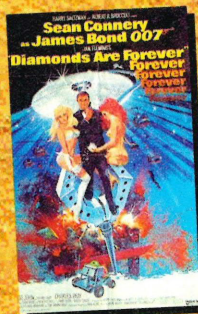
These configs are also named after Bond girls, keeping the Bond theme following through the smallest details.



## HONEY RYDER

The first ever Bond girl. Made women all over the world dig out those old white bikinis from the back of the cupboard. Helped Bond through Dr No's island.

**Honey:** "Are you looking for shells?"  
**Bond:** "No, I'm just looking."



## PLENTY O'TOOLE

Appeared in Diamonds Are Forever, but only briefly. Meets Bond in a casino in Las Vegas, leaves through his bedroom window.

**Plenty:** "Hi, I'm Plenty."  
**Bond:** "But of course you are."  
**Plenty:** "Plenty O'Toole."  
**Bond:** "Named after your father, perhaps?"

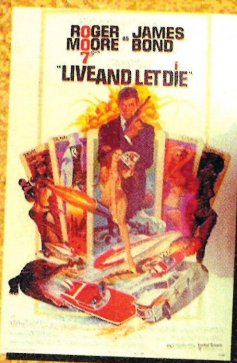


## SOLITAIRE

The tarot card reader in Live And Let Die. Bond gives her what for, and she loses her powers of perception. This leads to her freedom from her

boss, Mr Big.

**Bond turns over a tarot card: The Fool**  
**Solitaire:** "You have found yourself."

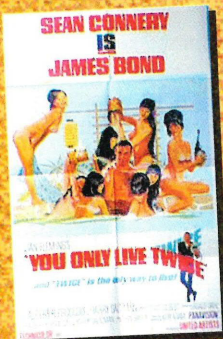


## PUSSY GALORE

Goldfinger's personal pilot. Her team of pilots were called Pussy Galore's Flying

Circus. Helped foil Goldfinger's scheme to raid Fort Knox by changing over harmful canisters with harmless replacements.

**Pussy:** "My name is Pussy Galore."  
**Bond:** "I must be dreaming."

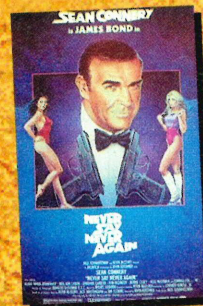


## KISSY SUZUKI

Makes a living diving for shells, but helps James in finding Spectre's hidden rocket launching base in You Only Live Twice. As a cover, she marries him.

**Bond:** "We're supposed to be on a honeymoon."

**Kissy:** "Think again, please. This is business."



## DOMINO PETACHI

After hearing from James that Largo was responsible for her brother's death, Domino betrays Largo. Never Say Never Again was a remake of Thunderball, we've picked Domino from Never Say Never Again as it's Kim Basinger. Her best performance was in 9 1/2 weeks, so it's only right that we give a quote from that film, yeah!

**Mickey Rourke:** "Open your legs"



Kim Basinger: "Oh God, yeah"

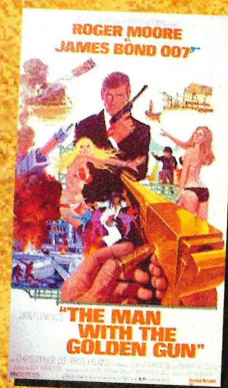


## MARY GOODNIGHT

Bond's Far Eastern contact in The Man With The Golden Gun. Rejects his flirting at first, but in the end couldn't resist and gets laid anyway.

**After being released from a boot of a flying car says -**

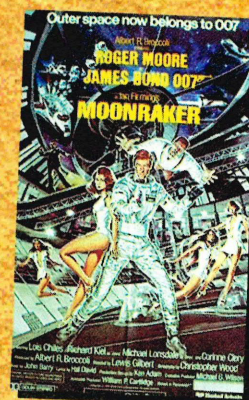
"Do you mean I've been in here for two hours?"



## HOLLY GOODHEAD

A bird with brains! A NASA trained astrophysicist, she helps Bond pilot the shuttle that takes them to Drax's space station.

**Bond:** "A woman!"  
**Holly:** "Your powers of observation do you credit, Mr Bond."







► Dark eyed Russian junkie.



► Pierce squatting down for a quick crap.

of this is in the second level, Arkangelsk. In this level you enter from the toilets, and if you're quiet enough you can sneak right up behind a soldier standing guard in one of the corridors. If you've disposed of the nearby guards, you can watch for as long as you like to



► Another hostage situation!

people in cold blood, which is sickeningly enjoyable. And to make the killing even more real, all of the soldiers you dispose of have faces. Not blurred unrecognisable faces, but scanned faces that have been mapped onto the polygons. You can see their facial features clearly. This cold blooded killing extravaganza is made even more callous by the way they die. One clear shot to the head and it's goodnight. Shoot a guard in the arm and he'll stagger back, compose himself and then shoot back. Shoot him a couple of times in the belly and he'll slump to the ground and die slowly holding his wounds. There are so many different ways a soldier can die, they are too many to describe. Another awesome feature that emphasises the killing is the fact the soldiers have actions

see what he does. In any other game, if the opportunity ever arose, the designers would have simply left the guard standing there, but Rare have added features that make this game unique. After watching for a while, you'll see the guard scratch his bum. A little longer and a fly will buzz around his head making him wave his hands in a swatting motion. This action is finished off by the guard pointing his gun at the fly - which has landed on the nearby wall - in a kind of, "if it didn't make so much noise, I'd shoot you, you little fudger!". And if that's not enough, wait a little longer and the guard's legs start to ache, making him stand on one and shake the other. He'll also scratch his head and sway from side to side.

and if you killed the first three soldiers quietly, there will be two

monsters, aliens, etc., you really are only defending yourself. You come

## The Cuban jungle location and SFX's set an atmosphere that makes you very nervous and trigger happy.

guards undisturbed in the tunnel, standing guard. Of course, you don't know this as you can't see them, but on selecting the Sniper Rifle and pressing a collar button to target, the sight will magnify the picture. Scout around the tunnel and you'll see two guards. This is another feature that really practically kicks you into the world of Bond. In most first person Doom clones, or in fact any game where you shoot or beat up people,

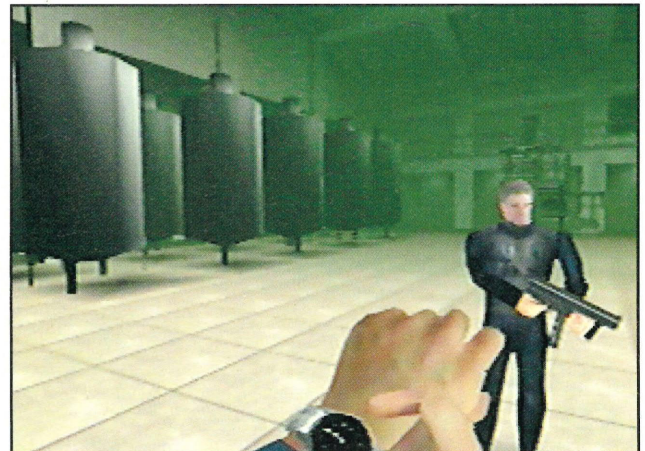
across an enemy and they attack you, if you don't kill them, they'll kill you. It's human nature to survive! But in Goldeneye you kill many

even if they are not fighting - it gives a kind of meaning to their lives, and stops them from being simply polygons on the screen. An example

There's eighteen levels altogether, all locations taken from the film. These include the Cuban jungle, the Byelomorje Dam, the streets of Petersburg and the bunker in Severnaya. There are three difficulty settings, Agent, Secret and 00 Agent. The setting you choose will



► Dodgy Russian BBQ.



► Well done, ten seconds flat.

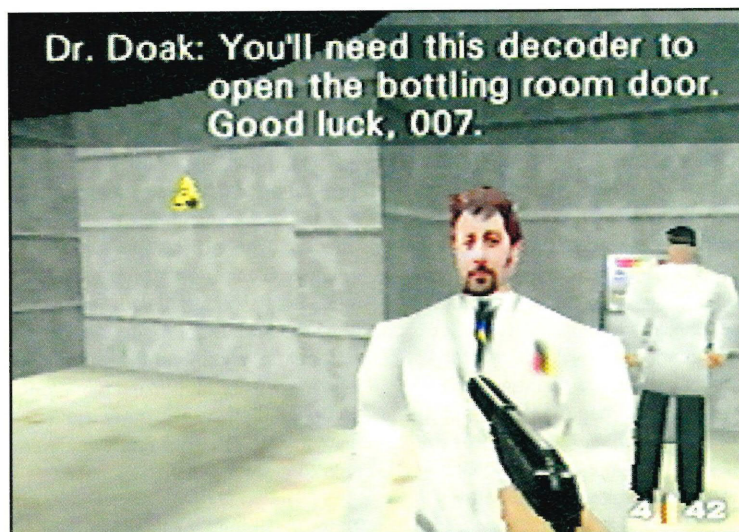




► Pissed up on the job.



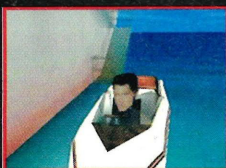
► Cold blooded murder.



► Ugly bloke.

## SECRETS

Depending on how quick you complete the levels and how many you've completed, secret options will start to open up. These include Donkey Kong mode, this will give everyone in the game a big head and long arms - very similar to Rare's faithful gibbon Donkey Kong strangely enough! There's also a Paintball mode, instead of bullets you fire paint at each other. There's also a Magnum mode where the Cougar Magnum is instantly available. There's definitely more, but this is what we've found so far! As soon as we discover more, we'll update you.



determine how many objectives and how intelligent the soldiers will be. This will also determine how you will complete a mission. In the first mission, on easy, you only have to bungee jump from the dam to complete the mission, so a guard activating the alarm will not really affect the outcome. But on medium and hard, an alarm blaring out early on in the mission will spell disaster as you have four different objectives to complete. If you complete the game on all three settings, a new

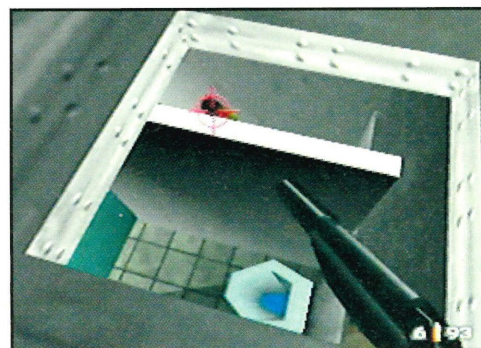
passage through a level. But remember, you might think you're doing the right thing by destroying an alarm or a camera, but shooting it with an unsilenced weapon will generate noise and attract nearby soldiers, defeating the whole object. All these awesome locations are accompanied with great music and the best sound effects I've heard so far on the 64. The Cuban jungle location and SFX's set an atmosphere that makes you very nervous and trigger happy. The eerie

**Shoot the tiles in the toilets and they shatter, shoot a cork notice board and it fizzles with a tiny flame.**

007 setting will be available. Here you can change the attributes of the soldiers and select any weapon whenever you want to.

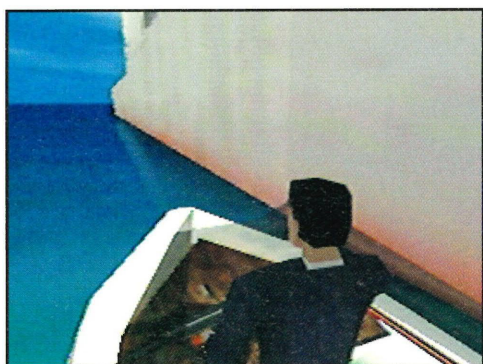
The locations for each mission are very realistic. All the backgrounds can be interacted with and everything can be destroyed - even down to books on a shelf. Stray bullets pepper walls, windows, notice boards, everything. Shoot the tiles in the toilets and they shatter, shoot a cork notice board and it fizzles with a tiny flame. This feature is also highlighted by the fact that you can take out alarms and security cameras to ease your

silence, broken only by solitary gun fire makes you turn quickly to discover the whereabouts of the enemies, which in turn makes you disoriented. Sometimes you find that you have been too cautious, and have actually passed by a group of soldiers. Natalya also helps you in this level, which again is a feature

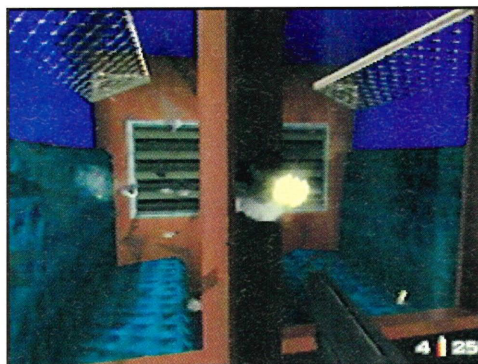


► Our editor in a seedy city toilet block.





► James getting ready for action.



► First class?



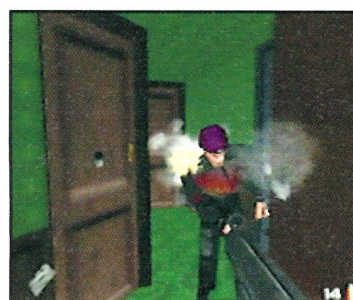
► Sniper's Rifle, an excellent feature.

**Goldeneye 007 is the best movie licensed game I have ever played, but saying that really doesn't do it justice. I'm not a big Bond fan, but you don't have to be to enjoy this amazing game. If anything, I would have given it an extra 1% over Dazza, because I rate Goldeneye as highly as Mario 64 and Turok, which both received 97%. This game proves that Rare are truly the jewel in Nintendo's crown.**

Pete

never seen before - non-playable characters that interact with you and you can interact with them. Several times in the Cuban jungle I heard a gun shot very close to me, quickly spinning around I found that a soldier had snuck up behind me, but luckily, Natalya had been watching the situation and had blown him away before any damage was done. Nice little bitch!

James also has very deep pockets, and deep pockets mean plenty of weapons and gadgets. These goodies are either issued before a mission, or picked from the bodies of soldiers you've killed. There's the Walther PPK, Bond's favourite - this can also be fitted with a silencer. The KF7 Soviet, an issue rifle for the Soviet army. The DD44 Dostovoi, an automatic carried by Soviet officers. The D5K Deustche, a sub-machine gun issued to the soldiers of the Special Forces, this can also be fitted with a silencer. The ZMG 9mm, a convincing Uzi copy. The Phantom, a sub-machine gun elected by terrorists. The Sniper Rifle, used to zoom in on unsuspecting prey. The AR33 Rifle, a Yankee assault rifle. The RC P90, an awesome sub-machine gun. The Automatic Shotgun, devastating at short range. The Klobb, a small Czech automatic with enormous fire power. The Grenade Launcher, deadly when fired



► Take that plum head!

into other explosive materials. The Rocket Launcher, strong enough to destroy armoured vehicles. The Cougar Magnum, a revolver with more punch than Tyson. The Golden Gun, one hit and it's curtains. Hand Grenades with five second fuses. Remote Mines, place them on any surface and detonate from a distance. Proximity Mines, these explode by sensing body movement. Timed Mines, place and run mines with a five second fuse. Plastique, plastic explosives with that extra kick. Rifle Butt, if you've got no bullets then hit 'em with the bloody gun! Knives, kill in silence. The Karate chop, slap 'em to death. Oh yeah, I nearly forgot - the Tank. The most lavish gun of all!

This is, in my view, the best game so far to grace the N64. Everything is outstandingly designed and programmed. The only problem that stands out graphically, is when soldiers run into closing doors. As the soldier is half way through the doorway the door closes so he cannot enter, but his face and gun are still visible. Z - buffering is the hardware routine that is available in the 64 and should stop this occurring. When dealing with 3D graphics it's very important that the CPU does not draw polygons that can't be seen by the user - the ones off screen, and the ones behind other polygons closer to the user's point of reference. Z - buffering should take care of which polygons to omit, instead of the programmers keeping a list in the memory of how many are drawn to the screen and in which order. Anyhow, this is only one sour drop in an ocean of pleasure!! What the... **Dazza** ■

**Published by: Nintendo**  
**Release date: August (US)**  
**Nov 7th (UK)**  
**Telephone no: 01703 652222**  
**RRP: £59.99**

## SCORES

**graphics** 95

Good enough to eat.  
Lay back and immerse yourself in the secret life of a 00 agent.

**sound** 95

Not only do you get the Bond theme to kick ass to, but an array of SFX that adds realism to an already real world.

**gameplay** 97

Killing with finesse.  
You have to be sly to survive, none of that bullet showering crap!

**lifespan** 97

With all the options, difficulty settings, missions, multiplayer mode, weapons, characters, secrets...the list is endless!

**overall** 96

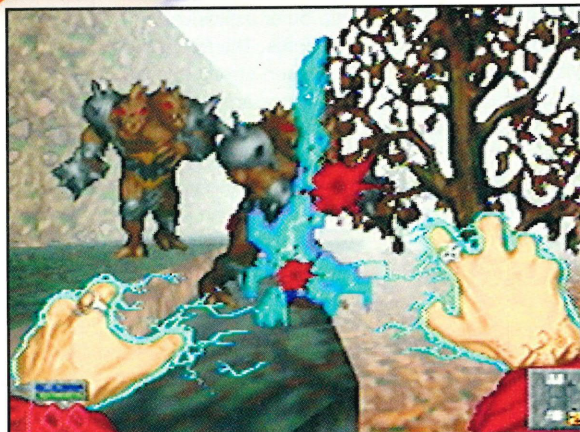
The one thing I hate when I read a review about a game is when the reviewer says "buy it!", or "this is definitely one for the collection". Anyway, this is definitely one for the collection. Buy it!!!



# Hexen

COME ON, LET'S HACK THE SH\*T OUT OF LOADS OF mONSTERS. AND if WE'RE lucky WE CAN HAVE a picNc AND solve some puZZLES along the way. BLOoD and brains, a strange but An aPPEaling combInaTIOn!

THE GAME  
CENTRALISES ON  
THREE  
CHARACTERS  
WHO ARE THE LAST  
HOPE FOR THE  
WORLD OF HEXEN.  
THIS IS A HUMAN  
PLANET IN THE  
DIMENSION OF  
CRONOS, WHICH IS  
UNDER THE  
DESTRUCTIVE  
SPELL CAST BY  
THREE CORRUPT  
WARLORDS.



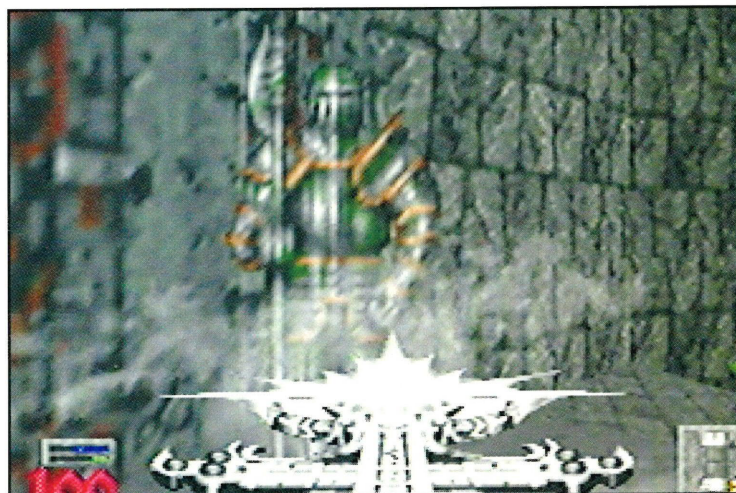
► Paul Daniels playing with his kids.



► The mucus sword clears the nasal passages of yet another beast.

**C**alling all donkeys, calling all donkeys. If for some strange psychedelic reason you haven't heard of the game Hexen, here's a quick run-down of what was happening while you were in your coma.

Hexen originally appeared on the PC, but the story doesn't start here - ooohhh, those meddling kids! Before Hexen, there was Heretic. Produced by Raven Software, Heretic was the first game to use the infamous Doom 3D engine. It plonked the first-person perspective of Doom into a weird and wonderful fantasy world, and also added features which allowed the player to look up and down, and collect artifacts that could be carried around to use whenever you desired. Then came the new and improved sequel - Hexen: Beyond



► A lot better than Mr. Sheen. Stops dust returning for up to five days, honest!

be able to handle a straight conversion of the PC original.

Let's have a little moan about the

characters, monsters, etc. It is exactly the same, which basically means - if you've skipped the first paragraph - that you

**Check-out the weapons box-out for a blastarama run-down!**

Heretic. Different characters, more artifacts, intelligent monsters, the list is endless. That story finished nearly two years ago. Our story starts when the Nintendo 64 was released, the first home console to

last sentence of the previous paragraph. Yes, this is a straight conversion from the PC. No extra levels,



are buying a game that was originally released two years ago, this isn't cutting edge stuff. Money for old rope, eh! Good or bad? Let's find out.

The game focuses on three characters who are the last hope for the world of Hexen. This is a human planet in the dimension of Cronos, which is under the destructive spell cast by three corrupt warlords - Zedek, Traductus and Menelkir. These leaders were bribed by Korax, the second of the Serpent Riders - the first D'Sparil is already slain in the game Heretic - a colossal dimension-roaming creature.

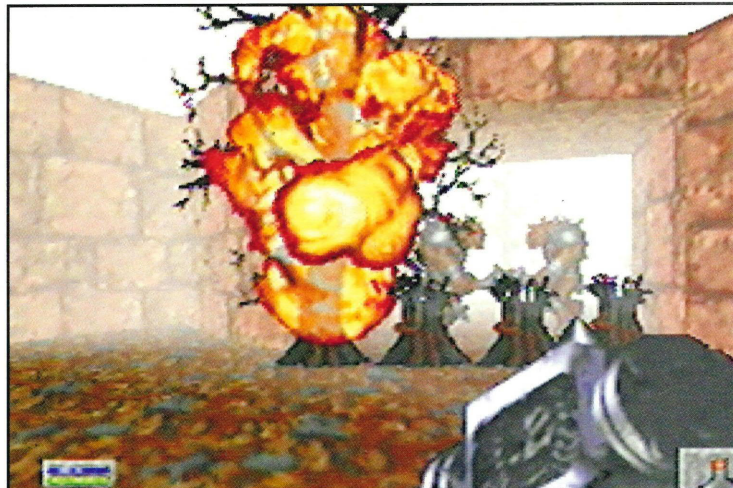
At the start of a new game you must select one of the three characters you will use throughout your quest to slain Korax and his thousands of ugly followers. This aspect of the game is totally refreshing and a real plus point, unseen before in this genre of game. Here's a run-down of the boys on parade!



### Baratus - The Fighter

This 'ard b\*\*\*\*rd has to see the white of the enemies eyes before he unleashes an

attack. He is the swiftest and strongest character out of the three available and has only close combat weapons, so killing unwanted associates from a distance is out of the question. He's a good jumper, obviously wasn't scared to jump over those dodgy vaulting boxes at school - nutter! He also has 'top quality' armour, top of the class in metalwork as well - bloody swat! This armour can also be improved to a higher level, that Daedolon and Parias could only have wet dreams about.



► Fire, fire. Huh, huh. Fire. Huh, cool, fire...

Definitely the easiest to use, the beginner's friend.



### Daedolon - The Mage

He's the Paul Daniels of the Hexen world, minus Debbie McGee. Zapping creatures with

awesome spells from afar is his speciality. His down points are very meagre speed and strength, he also has minimal armour. If you want a character that simply kicks ass for a living, then Daedolon isn't for you, but if you're looking for a thinker with spirit and finesse then he's your man.



### Parias - The Cleric

This is the man in the middle. If you're looking for a character that lies between the Fighter and the

Mage in ability and skill, and not in bed, then look no further. He can kill from a distance and up close, he's reasonably fast and has medium armour. The combination of military and mystical instruction has produced an awesome contestant that will attract many players to him.

Picking a character also means you'll have to rack the budge cage to decide which set of weapons will appeal to your style of gameplay. Again, this is one of the many aspects that makes you forget that this game is over two years old. This adds a new longevity to the game,

once you've finished the game with one character, why not play it again with another character who has a completely different arsenal - it also adds fun to the DeathMatch and Co-operative modes. Check-out the weapons box-out for a blastarama run-down!

Once you've picked your killer, it's time to enter a world where you progress through it using 'Ethereal Travel'. Korax's fortress is assembled upon an arrangement of primary cores known as hubs. These hubs have several sub levels leading from them, which will have to be visited and re-visited to collect significant items. Bringing these back to the hub will enable you to progress to the next hub and task. The openness of the game is definitely another plus. Travelling back and forth to a level to open more of it up, adds a challenge unseen in other Doom clones. This



► A traditional Hexen greeting, a swift slap round the chops.



► This is an artist's technique to get body proportions right when drawing still life.



# SUCK'EM AND SEE STANLEY - IT'S THE TOOLS OF THE TRADE.

Each character has their own set of ass-kicking tools. These all use a lovely substance called mana - this is collected throughout the game - except for the weapon the individual starts with. There are different kinds of mana and these in turn fuel different weapons, the particular mana being used will be highlighted in the status bar.

## FIGHTER WEAPONS



### Spiked Gauntlets

These metal gloves won't keep your little delicate fingers warm in winter, but they would stop bouncers hassling you around closing time. Baratus starts with these, and three punches from the mitten impalers will have any monster seeking an early retirement.

### Timon's Axe

This close range weapon is a lumberjack's dream. More serve than the gauntlets, this will split the skull of anyone who stands in your way. Plus, it doesn't need sharpening. Result!

### Hammer of Retribution

Near or far, this ain't no claw hammer! Thrown from afar, this will explode the enemy. Swung close, this will cull the sweetest baby seal. This delivers the best of both worlds.

### Quietus

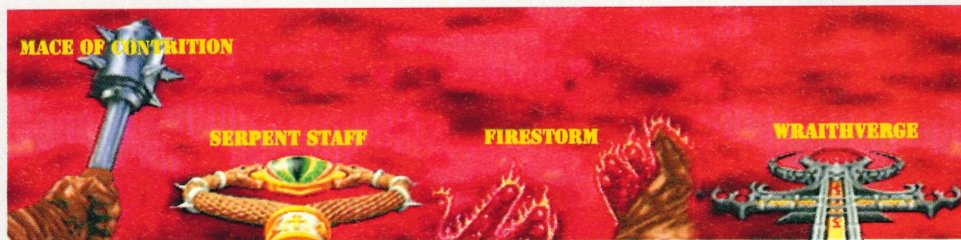
One strike with this bubbly green baby will bring stillness, serenity and tranquillity to your chaotic existence. Fuelled by green mana, you won't put this down after finding it.

## CLERIC WEAPONS

**Mace of Contrition**  
Parias' starting weapon is good, but it takes quite a few swipes to hush an attacker. This can only be used at close range and with the time duration of killing you will easily incur damage yourself.

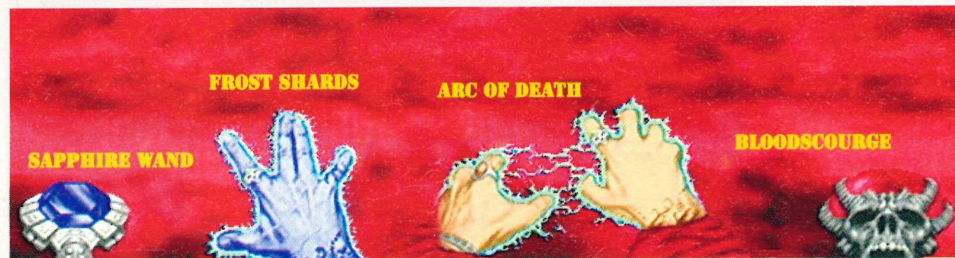
**Serpent Staff**  
This slippery customer will have your enemies running for cover. Nourish this with blue mana and it will salivate two toxic spheres at your rivals. You also get the added bonus of draining energy from nearby beasts for your own use.

**Firestorm**  
"I'm a firestarter, twisted..." "shut it, Joe". This will allow you to summon fire from the earth, very similar to scouts but without the sticks and the woggles. You won't receive a badge for undertaking this spectacular wizardry, but you will roast your enemies to perfection.



**Wraithverge**  
This strange weapon will scare the sh\*t out of your adversaries by sending undead spirits to rip their souls from their bodies. A very effective weapon!

## MAGE WEAPONS



### Sapphire Wand

Daedolon's starting weapon fires blue darts, these aren't that effective but they are limitless. It doesn't use mana either, so it can't be that bad!

### Frost Shards

'Daedolon's gone to Iceland'. This hex will transform your attackers into frozen fish fingers. These ice spirals are 'top quality', easily better than the wand and recommended by the Captain himself.

### Arc of Death

If you want to know how the beasts feel when you use this upon them, then place your feet in a bucket of water and ram your fingers into the nearest plug socket - times that pain by two and you're half way there.

### Bloodscourge

Sounds nasty? Well, it is! This staff fires multiple tracking spheres that home in on anything in sight. If you're short in the vision area, then this is your saviour.





► Axe wound, huh, huh, huh, fart knocker...

puzzle factor element in the game does attach a slight RPG feel to the game, but I stress the word 'slight'. Once into the game, you realise that

on the face of Parias.

**Amulet of Warding**  
This is another armour improving pick-up. This time the



► White Lighting, our Editor's favourite.

this can be used to catapult you back to the beginning of the level. You yellow belly!

**Banishment Device**  
This makes the Chaos Device pretty redundant. Unleash this to teleport those ugly tossers back to

## Icon of the Defender

Again, different effects when used by different characters. A field of invincibility for the Fighter, a region of reflection to divert attacks for the Mage, and the tripping Cleric slips from existence into non-existence.

## The Porkelator

First witnessed on The Bill, this evil contraption when fired will change noble groups of warriors into herds of policemen - or was it pigs? My memory, hey! Diabolical!

## Once into the game, you realise that the collectable artifacts are an excellent bonus. Bye, bye Doom!

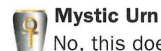
the collectable artifacts are an excellent bonus. Bye, bye Doom! The ability to cast spells and use items whenever you feel the urge is a 'top' feature, which is improved by the fact that several of them have different effects depending on which character you are using. Roll up, roll up and take a butchers at what's on offer!



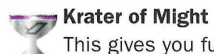
**Torch**  
A prize for the first to guess what this does - it lets you see in the dark!



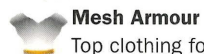
**Quartz Flask**  
It's the BUPA power-up, this will increase your wilting health by +25.



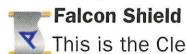
**Mystic Urn**  
No, this doesn't predict the lottery winners, but it does expand your health to it's full capacity.



**Krater of Might**  
This gives you full mana and not just one colour. Both blue and green are increased to full potential, enabling 'macho' use of the bigger weapons.



**Mesh Armour**  
Top clothing for the Fighter, but 'quality seconds' for the Mage.

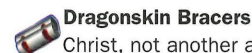


**Falcon Shield**  
This is the Cleric's little baby. It helps all the character's armour class but leaves the broadest smile

Mage reaps the rewards, with the 'ard nut Fighter receiving the least.



**Platinum Helm**  
This heightens each character's armour equally, no favouritism here! It's increased the moment you saunter across it, and runs out after a few slaps across the face.



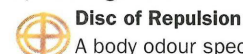
**Dragonskin Bracers**  
Christ, not another armour boosting pick-up. This gives you an increase of 4 points to your armour class. Wow!



**Boots of Speed**  
Buy new Amphetamine footwear from your local Clark's shoe shop - what's the chances of that happening, hey! This makes the Fighter run like a rat up a drainpipe, and the Mage run like a...rat!



**Wings of Wraith**  
The Wright brother's favourite. Strap these to your back and you'll be able to fly around the hub until you leave for a new one. Limited use in DeathMatch and Co-Operative games.



**Disc of Repulsion**  
A body odour special! This will repel anything in a certain radius, including the smelliest creatures of the lot - the Stalkers.



**Chaos Device**  
If things get too tough, then

the beginning of the level. Avoid using if you're at the start of the level - donkey!



► Plenty of meat in the freezer!



**Flechette**  
When thrown by the Mage, this detonates like a bomb. Used by the Cleric, this produces a lethal vapour of gas. With the Fighter, a small explosion similar to a grenade is achieved.



► They peel 'em with their metal knives. For mash get Smash.





► DeathMatch Mode.



► Co-op Mode.

You may think that Hexen is just another Doom clone that requires more fire power than thought, but this is not the case. Unlike other first person perspective games, Hexen incorporates intense puzzle solving that requires travelling to and from different levels which increases the gameplay and removes that linear feel usually associated with games of this genre.

Dave.

After you've battered Korax with every character, every weapon and every artifact, you'll then be ready to batter your mates. Yes, we're entering the world of multiplay - do, do, do, do (read that last part again, but this time use the melody from the Twilight Zone - it works, honest!).

First we have Co-op mode, which doesn't mean shopping for crap goodies at overpriced prices, but does mean you and a bosom buddy can jointly kick Korax's ass in a horizontal split-screen bloodbath. Place another tick against this game for this option. Due to the puzzle based 'flip switch here, something else happens on the other side of the world' outlook, one player can activate the switch while the other finds out what it does. The Co-op mode can include three or four players, but I wouldn't recommend it, save that for DeathMatch Mode. Yes, DeathMatch. This is where three and four players bloom. The screen is split the same as

stick method after playing the game for several hours, obviously the pad isn't as responsive but I found the button configuration accompanying the pad a lot easier. Having only two control modes, and no complete joystick config option basically sucks.

What next, oh yeah, those puzzles that make this game a challenge. I know I've said this improves the game already, but I must stress that you will be wondering around at certain points. Sometimes you flick a switch, and you haven't got a damn clue what the hell it's done. I definitely feel that some of the puzzles are a bit vague, which leads to 'walkabout'. I haven't mentioned the sound yet, but this is pretty good. Very ambient and fitting to the scenery. There's nice sound effects to build the tension, and the feature of sounds getting louder and softer depending where you are in relation to them is very effective - sh\*t, I started praising the game

## Roll up, roll up and take a butchers at what's on offer!

Mario Kart 64, vertical and horizontal. The game loses detail and speed, but what do you expect, this is a £149.99 console not four linked PCs.

I've pointed out all the good points, so let's finish this review off with a slagging session - yeah, my favourite! Graphically the game is slightly better than the PC version due to the 64's precise mip-mapping and anti-aliasing, but it's definitely not on a par with the likes of Turok: Dinosaur Hunter, or even Doom 64 - two years is a long time! The control method stinks. I said 'goodbye' to using the control

again when this part is supposed to be dedicated for chucking mud. But, I suppose that really sums up the game, there are more good points than bad. And the longer you play the game, the better it gets!

Let's wrap it up by saying, if you've played Hexen to death on the PC then don't bother with the 64 version. If you're looking for a Doom clone for your collection, then the added features of choosing characters, collecting artifacts, conundrums, etc. does give more variety to a player than Doom ever could. But again, those two years since

being originally released, and no enhancements for the 64 version, keeps tapping at the back of your brain. And this is where Doom 64 and Turok: Dinosaur Hunter do come into play. You certainly won't be disappointed if you buy this, and I suppose that is what most people are afraid of when buying a game. It won't be a case of "what the

f\*cks this" when you place it into your console. **Dazza** ■

**Published by:** GT Interactive  
**Release date:** TBA  
**Telephone no:** 0171 258 3791  
**RRP:** TBA

## SCORES



**graphics** 82

Could be slightly better, but good enough. The levels are well detailed and varied, but the beasts are blurred when close up.

**sound** 80

Little touches here and there, like owls hooting and bells ringing, do give this game an eerie feeling. Doppler effect adds to realism.

**gameplay** 84

Controlling your character can be tricky at times, but enjoyable all the same.

**lifespan** 92

You won't be finishing this in a hurry! With difficult jumps, herds of monsters to kill, puzzles, DeathMode, etc., you won't be exchanging this within the first month of purchase.

**overall** 84

A good game, but dropping slightly short of being great. I did enjoy playing Hexen and with all of the features boredom will be a long way down the path.



# Dark Rift

ONLY LAST MONTH WE OPENED THE 64 EXTREME  
doJo AND COMPARED ALL THE N64 FIGHTING GAMES. WOULD  
Dark Rift HAVE COME ABOVE KILLER INSTINCT HAD IT BEEN INCLUDED?



► Lets twist again like we did last summer, lets twist again like we did last year!



► Aaron shows Demonica his fiery ball.

THE FIRST THING  
THAT WILL HIDE YOU  
UPON SEEING  
DARK RIFT  
GRAPHICS, WHICH  
LOOKS SO STRIKING  
THAT YOU COULD  
BE FORGIVEN FOR  
THINKING THAT  
THE IN-GAME  
GRAPHICS ARE  
PART OF THE  
INTRO.

**S**ometimes a whisper starts circulating about a game way in advance of its release. 'You know what's out next week? Dark Rift, I haven't seen it yet, but I hear it sucks donkeys!', I was told on the phone by a colleague of mine last week. The result of this pre-release bad publicity is that by the time the gaming press get their review cartridges, the knives are already out for the title and the guy reviewing the game is going to be looking for its bad points rather than its good. Effectively the game is 'dead on arrival'. Most of the time the whispers turn out to be true, but occasionally they are unjustified. Dark Rift is such a case.

Dark Rift has been developed by

will hit you upon seeing Dark Rift, is the sheer splendour of the graphics which look so striking that you could be forgiven for thinking that the in-game graphics are part of the intro, but no, they really do look that good. Look out here comes the plot: According to legend, when this universe was forged, a Master Key was created to lock away its primal secrets and unlimited power. The Key was then divided and cast into different circles of reality for safe keeping. There are doorways that link each of these dimensions, only the one who



► Demonica toasts a mushroom in a scene from her end sequence.

when all the pieces of the Master Key are reunited the dimensions will converge to reveal the true centre of the universe - Milton Keynes! Just checking to see if you're still awake!

**Lots of different textures are used to create each fighter and they all move wonderfully fluidly.**

Kronos Digital Entertainment and is a 3D one-on-one beat-'em-up which has more than a little in common with Namco's Tekken. The first thing that

possesses a portion of the Master Key may cross the threshold. Upon crossing, the Dark Rift will seal itself and disappear. Legend also says that

Anyway you know the sort of thing, all a good excuse for the meanest muthas in the universe to get together and kick the crap out of



## THE DRIFTERS

### DEMONICA



Demonica is one evil bitch! She is a vile creature from the dark dimension. Many years ago she was sent into the neutral dimension to secure sinorks core prime element and deliver it to her master the lord demon Demitron. Her animal like fighting style involves pouncing and biting her opponents on the neck and face, slashing with her poisonous claws, breathing flames and letting rip with projectiles from her nether regions!

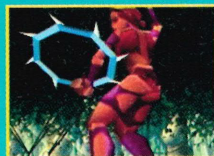
### EVE



Eve is bit of an office favourite and generally considered to be the best all round character in the game. Her classic fencing technique gives her great range which is complimented with lightening speed. She is a virtual neuro network library of military tactics and combat skills.

### NIIKI

Niiki has been trained to fight by the best instructors in the hope that one day she will succeed her father. Inverse Kinematics is a defensive fighting technique invented and designed for Niiki. It



applies the principles of balance and leverage to transpose the strength weight and momentum of the opponent to be turned against him/herself. Niiki has also been trained in a series of leap attacks that can prove to be very deadly.

### GORE



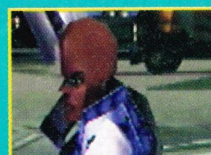
Gore is the largest fighter in Dark Rift and employs pure brute strength to over power his victims. He can brandish his massive battle axe with tremendous ease and his 'falling tree' technique emphasises his huge momentum and allows his deadly spin dash attacks to do the most damage.



### MORPHIX

Morpox is an incredible sight to behold since he looks like a star system come to life in a humanoid form. He is multi jointed and strangely flexible. Because of the peculiar fighting style his attacks are unpredictable and difficult to defend against.

### AARON MAVERICK



Aaron is the closest thing to a good guy in Dark Rift. He is a marine from Earth who is trying to win the core prime element because it is the only mineral powerful enough to cure the Earth of it's many chronic problems. He is an explosive expert and sports a powerful MFG-16 gun that is attached to his arm. Aaron is also a Karate black belt and backs this up with the ability to throw grenades with great accuracy.

### SCARLET ZERAI



Scarlet, like her ancestors, shuns all technological advancements and retains a great fondness for classic weapons such as the sword. The traditional Dragon Slayer technique that Scarlet employs is deadly and more than compensates for her weaker lower body. Despite their appearance, the Dragon Slayer sword and shield are extremely light and razor sharp. Heavy down-chops and up-thrusts are all typical of the classic moves that Scarlet uses.

### ZENMURON



Because no one has battled against Zenmuron and lived, his fighting technique will remain something of a mystery until he is either beaten or he is the champion of the Core Prime Element. It is only then that his intentions will be evident.



► Niiki shows her amazing levitating power.



► I knight thee Sir Gore of Boscombe.

each other.

OK so maybe the plot isn't exactly original but the roster of fighters to select from certainly are. Obviously a lot of time has been put into the look and feel of each fighter, there are no Ken or Ryu-alikes here. Each character has two different looks depending if you are playing in one or two player

mode. Lots of different textures are used to create each fighter and they all move wonderfully fluidly. The backgrounds have all been beautifully hand drawn and are themed to each fighter. It is also nice to see that half of the fighters are female, ranging from the truly hideous Demonica to the graceful yet deadly sword wielding

Eve.

In the sound department, Dark Rift fares pretty well, the music is a bit of a mixed bag ranging from moody and majestic to techno-house. The track that accompanies Morpox's stage is particularly outstanding. The sound effects such as the weapons, explosions and general grunts and

groans are all of a good standard. Is it just me or do the girls fighters groans and cries sound pretty kinky? just me I expect! The guy who announces the fights and winners though sounds really dozy or he's drunk or something.

The area which

badly lets Dark Rift down is the control method, which feels horribly slow and can be frustrating to the max. For instance, if you string together a combo and your opponent is still left standing, it is ordinarily wise to get ready to block their imminent counter-attack. But in Dark Rift it seems like ages between your fighter finishing



## HOW DOES THAT GRAB YA!

By using the B button in close quarters, each fighter does a special grabbing sequence that is viewed from different camera angles.

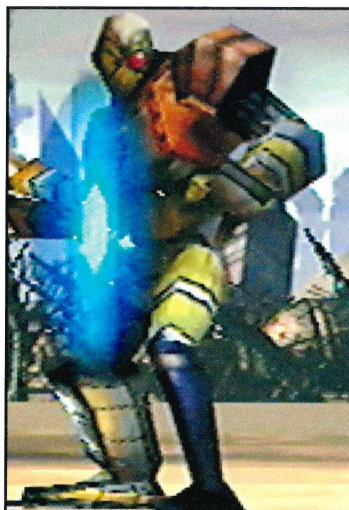


Unconditionally the best fighter released so far on the N64. The fighters look brilliant, but their lack of interesting moves is slightly disappointing. However, this does make for a more tactical punch up than a combo based onslaught - hold back, attack quickly and then retreat. It's still not up to the standard of the great 32-bit fighters, but with quality looking fighters, fighting areas and backgrounds you'll still be hooked long enough to get your money's worth.

Dazza



► Morphix turns into the amazing food blender man.



► Check out Hidden Extras if you want a cheat to play as boss man Sonork.

his/her combo and them adopting a blocking stance even if you pressed the block button a fraction of a second

**The area which badly let's Dark Rift down is the control method, which feels horribly slow.**

after finishing pressing the combo sequence. Consequently you get knocked all over the place. Also, sometimes just when your opponent seems at your mercy and you go in for the kill, your fighter responds so slowly to your attack command that the chance has gone and you end up

swiping at thin air. It also must be said that the combo system is horribly predictable and inflexible. The control using the analogue stick is hit and miss enough to render it useless, leaving you with the awkward digital pad to use.

You can side-step by using the left and right collar buttons, but once again the response is so slow that by the time your fighter has side-stepped, he or she has already been hit by the attack that they were trying to avoid.

So why did I end up liking Dark Rift more than say War Gods or any other fighter on the N64? Well it certainly isn't just because of the 'eye candy' factor, what I think grabbed me more than anything else, was the diverse array of fighters to choose from which are all very well rounded and different from most other fighting games. This coupled with the graphical attention to detail really adds to the general atmosphere of Dark Rift. It is certainly very accessible and easy to get into and has had more playing time in the 64 extreme offices than any of the other fighting games to date. It is by

classic fighting game we are all waiting for, but nonetheless Dark Rift does have a lot going for it. **Pete ■**

Published by: Vic Tokoi  
Release date: Out now on US import  
Telephone no: N/A  
RRP: £79.99

### scores



graphics 93

Head turning visual effects. Everything moves very smoothly at 60 frames per second against some very impressive back drops.

sound 84

A nice variety of decent 'choons' along with sound effects, let down by a crappy announcer.

gameplay 63

Some of the outrageous combos are good fun to perform in two player mode, but there are not enough moves here to keep most fighting fans happy.

lifespan 75

The great character design and different fighting styles will give you plenty of reasons to return to Dark Rift. Bit of a shame that the endings are a bit on the bland side.

overall 82

A fantastic looking game with some truly different characters, that is let down by sloppy controls and simplistic gameplay. Shame if Kronos had got the latter right this could have been a classic.





®





Manchester based Ocean Software have been around for

a long, long time and have been loyal supporters of Nintendo formats since the days of the NES. The imminent release of Multi Racing Championship, sees the

arrival of Ocean as a Nintendo 64 publisher. 64 extreme went to Manchester to see just what Ocean's plans are for the N64.



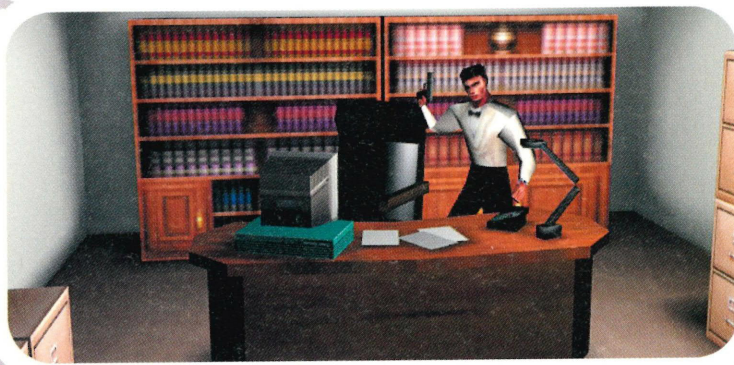
# ocean<sup>®</sup> SOFTWARE

**O**asis, Fanny Lee, Simply Red, Busby's Babes, Shaun Ryder, Boddingtons Bitter and Ocean Software are all things that epitomise Manchester. True Mancunians through and through. So 64 extreme decided to head off to Ocean's Castlefield offices in Manchester to discover exactly what they have in store for N64 owners over the next year. The first thing we discovered was that the company at present are split into three different offices around the Manchester canal area. This will become a thing of the past in September, however, when they all move under one roof to their new ridiculously palatial converted mill offices, fully resplendent with its own reception bar area no less!

Ocean have been producing the very best in interactive entertainment for over 14 years. Today Ocean exports to over 260 countries and is widely regarded as one of the world's leading 'super publishers'. Ocean has a roster of development studios that includes the talents of Digital Image Design, Team17, Neon and Power and Magic. Ocean are also now part of the Infogrames group of companies who themselves are one of the leading European designers and publishers of interactive entertainment software. With this sort of creative muscle power under the bonnet, every N64 owner should rejoice in the knowledge that the release of Multi Racing Championship heralds a new era of support from Ocean for the N64.

## Mission Impossible

This is being programmed by Ocean of America and should be a real biggie. Ocean are still optimistic that they will have it out in time for Christmas. Check out our two page preview in our next issue.



## Multi Racing Championship

MRC is Ocean's first outing on the N64 and what a belter of a start they are off to. For a full four page review, go to page 12.

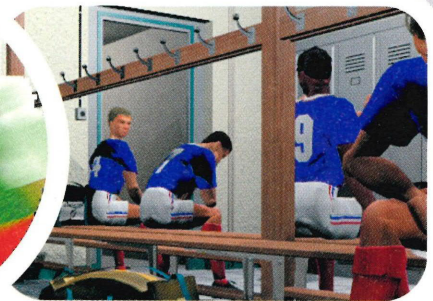
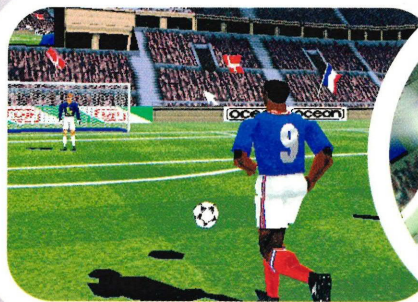




## UEFA Soccer

**UEFA Soccer is going to be one of the first games from Ocean's new sports brand that will be launched at the end of 1997, although the earliest we can hope to see an N64 version of this extremely promising looking soccer game is late spring/early summer 98.**

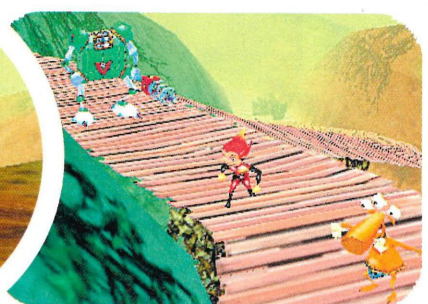
Although the game is obviously in early development, here are some of the things that Ocean have told us will be included in the game: It should have the most Advanced AI system in a football game yet and feature 48 UEFA affiliated National teams, 5 other National teams, 3 hidden teams, along with 17 different stadiums (including training stadiums). The game will be played in a full 3D environment with motion-captured players as well as everything dressed up in their best fully texture mapped 3D polygon pants, running on a fast 3D engine. The commentary will be fully digitised, but whether this will be done by a big name TV commentator or not is still to be determined and the game will feature more frames of animation than any other football game seen so far. Ocean have also promised several modes of play as well as varying weather and pitch conditions and multiple view points. The game is being programmed by the French software house Power and Magic, in Paris. Make no mistake, Ocean are very excited about this game and you can be sure we will be keeping you up to date with all developments.



## Space Circus

**Space Circus is shaping up to be a very original title indeed. It is being developed in tandem with the PC version in France. Ocean themselves have described it as 'Super Mario with Bart Simpson's attitude in the funniest Space Opera ever!'. What we have here is a game that involves elements from three distinct genres: platform, strategy and RPG. How this blend will combine should be interesting to find out. The plot places you in the shoes of Starshort the star juggler, an outcast of the universe who joins a travelling space circus. The very existence of the Space Circus is challenged by a rival Virtua Circus and it is up to you, along with your mad friends, to save the Space Circus in a series of 'hilarious' missions.**

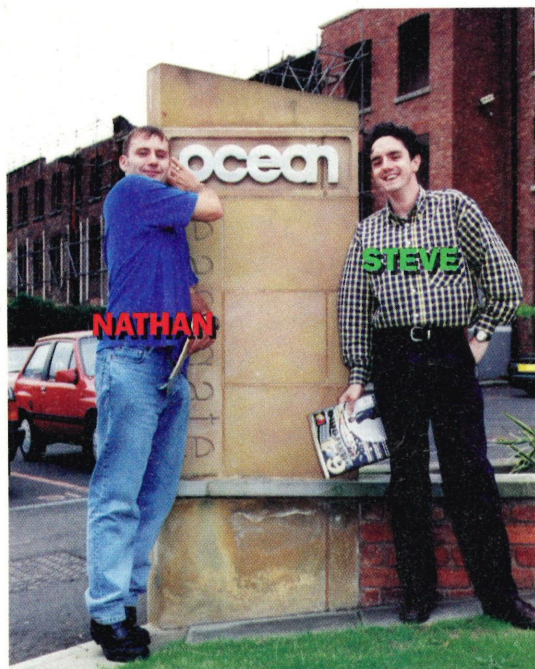
The game will be played out in real time 3D, using hi-res true colour running at a rate of 30 frames per second. The 3D engine used for Space Circus will enable eight virtual worlds made with 70,000 polygons to be displayed and allow more than ten characters to be displayed simultaneously. Over 350 characters will all be rendered and textured in a new mapping 'cartoon skin' process. The screenplay is full of gags and black humour and each planet has it's own absurd social system which will be used to create comical situations. The PC version is going to have over 90 minutes of 'hilarious dialogue between characters which obviously won't be in the N64 version. The developers will doubtless overcome this little problem by using a simple technique called text! We can also look forward to sophisticated shadow and light sourcing as well as a unique sound atmosphere. Sounds really good doesn't it? Once again we'll be keeping a close eye on Space Circus and will bring you a preview as soon as humanly possible.





# AN INTERVIEW WITH STEVE HEY AND NATHAN WILSON

## PR DYNAMIC DUO OF OCEAN SOFTWARE



NATHAN

STEVE

**Pete** - What are your job titles and descriptions at Ocean?  
(General laughter)

**Nathan** - Steve's is more real so he can tell you his first!

**Steve** - I'm a PR Manager, my overall responsibility is for PR and communications in the UK.

**Nathan** - Specialist press PR bod. What are my responsibilities Steve? Oh yeah, getting games journalists drunk and laid (more laughter).

**Pete** - My kind of guy!

**Nathan** - And obviously I have a great extensive knowledge of our products so I can show off the full joys of our wonderful range of products.

**Steve** - Just to expand on Nathan's role, we know for a fact that people who buy games, base their decision more often than not on what specialist games magazines have to say about the software and although we do a lot of promotion outside of the specialist mags, we have never lost sight of how

important they are, so it is essential that we communicate properly with them and make sure we get our games out to them as soon as possible.

**Pete** - Yes a bad review or two can really hurt a game's sales.

**Nathan** - Exactly, that is why it is so important to

make sure we show our games off in the best possible light. Basically if you get a good spread across all the magazines, where they all say 'this is a great game', it

has a dramatic effect on first day sales, whereas if it gets a panning or so-so reviews, it will shift very slowly or just stay on the shelves. It's particularly difficult for us because we have got such a massive product portfolio that it is tricky to show all our games off to everybody.

**Pete** - It must be scary, because half the time we talk out of our bums, we just make up the rest as we go along!

**Steve** - Yes I know. Oh God, what have I said!

**Pete** - So how long have you been at Ocean and what did you do before?

**Steve** - I've been at Ocean for five years but before that I lived in sunny Bournemouth and studied public relations, then I did a brief stint in PR for Manchester's failed bid to host the Olympic games. I do try to keep that rather quiet!

**Nathan** - I've been at Ocean for two years. I come from an advertising agency background and I studied marketing before that. When I joined Ocean I started as Office Junior responsible for buying advertising space which is what I did before, because I was good at negotiating deals. Sam used to use me as a little bull dog terrier and send me in to get prices down. It got a bit too easy in the end so they found me something harder to do, like PR! (laughs a lot!)

**Steve** - That isn't strictly how I remember it!

**Pete** - OK, tell me about Ocean's future line up of N64 games. We know about Multi Racing Championship and Mission Impossible, but what lies beyond those two?

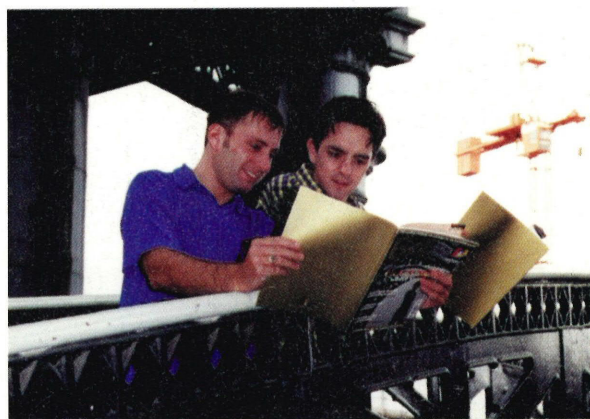
**Steve** - Well, I can tell you details about two titles, but there are several others in the pipeline that I can't speak about yet.

**Nathan** - You better ask Steve about this stuff, because I'm likely to tell you about the lot!

**Steve** - The official line-up is that there will definitely be an N64 version of the UEFA Soccer product. Ocean have taken a look at the market to see which games are selling and in the UK it seems soccer games sell big time with or without a license such as ISS 64.

**Nathan** - Football and Racing games.

**Steve** - We feel that a licence endorsed by UEFA will easily be as powerful as that of FIFA. The N64 version is still at least a year away.





**Nathan** - The guys that are developing it are Power and Magic, in Paris and they really love Sega's Virtua Striker coin-op, they have one in their office. They like the big sprites and detailed gameplay, where you can actually see the ball movement and climb on the back of other players, etc. So with this in mind I think we can hope to see, especially on the N64, something along the same lines. What I didn't like about ISS 64 was the way the computer helped you so much, it directed your passes for you and if you left it alone it would carry on playing happily on its own. Don't get me wrong, I think that ISS 64 is the most fantastic soccer game to date. What I'm saying is that our UEFA game won't be so set on rails, kinda like Sensible Soccer was. We have use of the licence for the next five years and it is very important that we get it right from the start.

**Steve** - The second title is Space Circus, which is being produced in-house by Infogrames. Infogrames aren't really that well known in the UK, but I think that with the product line up that they've got and some great games under their belt such as the Alone In The Dark series and more recently V-Rally on the PlayStation, nobody can doubt their ability to produce top quality games. From what I have seen so far, I would have to say that Space Circus is one of the most amazing games I have ever seen.

**Pete** - That's what they all say.

**Steve** - That's easy for me to say because I'm in PR! No, seriously it is an astounding looking game. It has a very French feel to it. Very stylish and all the characters are very Gallic as well, very stubborn, they behave in a very French way.

**Pete** - Do they blockade lorry ports and burn sheep in the game then?

**Steve** - Not exactly, no!

**Nathan** - It's sort of like a cross between Mario 64 and Zelda with frogs legs!

**Pete** - Is there a pretty strong strategy element to it?

**Nathan** - Yes, along with a bit of role playing thrown in.

**Steve** - And with a bit of basic platform elements thrown in.

**Nathan** - The AI in the game plays a very important part in the game. For instance, you are travelling the galaxy looking for ways to improve your circus and on some planets you may come across some new bizarre being which you think would be really cool in your circus. So you have a choice of either bashing him on the head

and then hauling him into your space craft and flying away, which would be a bit barbaric, or you can go and talk to him and negotiate and entice him to join you with the promise of meeting lots of nice lady aliens and taking lots of space dust. Can we talk about any of the other stuff?

**Steve** - No, deny everything!

**Nathan** - Well, we can't tell you the name of one of the games, but one is a puzzle game.

**Steve** - Yes, the puzzle game, like all the best puzzle games it's based on a simple idea.

Initially it will only be out on the N64 and PC.

**Nathan** - Because of the kind of genre it is we are looking at trying to produce it on a cheaper cart...

**Steve** - No, no, no, we not talking about that!

**Nathan** - Oh, were not supposed to mention that!

**Pete** - You must have dreamt about it Nathan.

**Nathan** - Yes that's it, I dreamt it! Let's just say the marketing will be very different on that one.

**Steve** - It's like when everybody first played Tetris, even people who hated video games became addicted to it. Well this game is going to grab people in the same way.

**Pete** - OK Steve, what is your all time favourite game?

**Steve** - Oh that's a tricky one, I change my mind every week with that one. Ask him first.







original FIFA on the Mega Drive a great deal. Shall we go back further? Centipede was a good game!

**Steve** - I'm a big racing game fan, so I would have to say it is a dead heat for me between Ridge Racer and F-Zero on the SNES.

**Pete** - I must say that F-Zero on the N64 is looking stunning.

**Steve** - As long as it plays as good as the SNES version it should be great.

**Nathan** - For me, a really great game has to be two or four player. I love the multi-player games where you can really kick hell out of your mates. The only one player games I ever play are like Command and Conquer or the Sim games or Doom.

**Steve** - Thinking about it, what we actually meant to say there was our favourite games are the fabulous Multi Racing Championship and Mission Impossible for the N64!

**Pete** - No, I'm afraid I can only take your first answers on

**Nathan** - Well I would have to break it into one player and two player games. In two player it would have to be Mario Kart on the SNES, I used to play that at the weekends with my friends for hours and hours and hours. Recently I've found myself picking up ISS 64 on the N64 a hell of a lot. I think it's fantastic, I love football games. To go back further I used to play the

that one. OK, let's have your favourite industry person outside of Ocean.

**Steve** - I would have to go for Richard Eddy, because of his jammy ability to keep coming up with excellent products! And he's also a bit bizarre and good fun.

**Nathan** - My favourite industry person would have to be Lara Croft, the real Lara Croft. I met her at the last ECTS (European Computer Trade Show) and I promised her a dance at the Ocean party afterwards, but I got so drunk that I completely forgot. Sorry, Jordan!

**Pete** - Nathan is still available!

**Nathan** - Shall I tell you my most hated industry person? No, I better not. He doesn't actually know I hate him yet.

**Pete** - It's not Steve is it? (general laughter). OK, moving quickly along. If you could have anybody in the world to work with you in PR at Ocean, alive or dead, who would it be?

**Nathan** - Carmen Electrica, she would be fantastic for PR, because it's all male lads in this industry. My editorial lads would love it if I brought Carmen around with me. They would absolutely wet their knickers, they would love it because they are all perverse bastards!

**Pete** - Editorial types, perverts? I find that very hard to believe!

**Steve** - My choice would be Eddie Izzard, he'd be dead funny to have working with you in PR.

**Nathan** - Mike Tyson would be pretty handy to have around as well, one bad review and he'd bite their f\*\*king ears off! Yeah, 90% reviews or no ears!

**Pete** - OK, tell me a secret about Nathan, Steve?

**Steve** - Nathan is actually on remand and his job at Ocean is part of his community service. He has been electronically tagged and the reason that he didn't go to E3 was that he isn't allowed out of the country! True story.

**Nathan** - Well, let me tell you something about Steven, he doesn't really have to work for Ocean at all, you see he is secretly a millionaire in his own right, because, I don't know if you have realised this but Steve is actually Woody from Toy story!

**Pete** - Finally guys, if you could be digitised and put into a game or cartoon, who would you most like to cop off with?

**Steve** - Belle from Beauty and the Beast.

**Nathan** - Wilma Flintstone

**Pete** - I've always been a Betty Rubble man myself! Thanks guys.





top of the  
wops

# Mario-a-likes

HE'S AS FAMOUS AS THAT JACKSON BLOKE AND HAS INSPIRED A SPRING OF WANNABES - HERE'S THE SPICE BOYS!

## No.1 Tom Selleck

**TOM'S BACK AT THE TOP, POP-PICKERS!**

As soon as the N64 was released in the US, the producers of the hit series 'Friends' knew that they needed Mario on the show to boost the slump in viewers. Mario turned down the offer saying, "The writers want me to play Monica's (Courtney Cox) new boyfriend and Princess Peach isn't too pleased with the idea. She's already stamped on my ball-cocks, so count me out!"

Thomas, on hearing Mario's statement declared, "If Mario's not interested, then I'm your man. I am not an Italian plumber, but I have serviced the back passage of several old boilers". Nice one Tom, but I wouldn't call Monica an old boiler, if I were you!

## The construction bloke from the Village People

**COMING DOWN TWO**

Hold on to your helmets, this hard hatted 'young man' from the YMCA is still riding high. He's the second member of The Village People on the chart, and one of the original Mario look-a-likes. He erected the original scaffolding that Mario ran up to fight Donkey Kong, gossips will tell you that it wasn't the only thing he erected for Mario!

## No.6

## Saddam Hussein

**KICKING HIS WAY UP THE CHARTS**

This mad b\*\*\*\*d would have got a little bit further in his quest to take over the world if he had set up market stalls on the streets of Kuwait and sold

Game Boys, instead of simply going in and kicking their asses. He would have also received praise from the Japanese, who did exactly the same to the yanks in the late eighties. If you can't beat them, infiltrate the minds of their children, and charge money for doing it.

## No.7

## No.2 Freddie Mercury

**THE HIGHEST NEW ENTRY!**

Freddie has stormed the charts on the grounds of 3HQ picking his face to be the main character in their new 3D boxing smash, 'Hit 'em Hard'. But only yesterday, a spokesman for the company made a statement to the press saying, "we wanted to digitise Freddie from the Live Aid concert and then place him into the boxing game, but after taking a second look we realised that he'd been battered around the ring enough!"

## No.3 Pamela Lee

**SHE BOUNCES STRAIGHT IN AT NUMBER 3**

Our fave, Pam, hits the charts on the back of turning up at a Hollywood fancy dress party dressed as Mario. As you can see from the photograph, she sported a red cap and a false nose and moustache. When asked, "Are they real?", Pam replied, "Of course not, Tommy got them from our local joke shop" - let's all thank God for that particular joke shop!

## Graeme Souness

**HE'S FALLING FAST!**

Poor old Graeme has dropped down several positions after claiming that he left Southampton Football Club due to 'the lack of funds'. We can now reveal that he was kicked out when the chairman discovered that Graeme's playing formation and tactics were based on the default settings of Konami's International Superstar Soccer - disgusting! Everyone knows that you should use Konami's 3-5-2, all out attack formation - the default setting's crap! Wise-up sucker!

## No.8

## The leather clad bloke from The Village People

**SLAPPING HIS WAY UP THE CHARTS**

Well, what can I say! I'm probably in enough trouble already from this page without having to make something up about this camp chappie. Anyway, out of the whole of the top ten he is probably the only one with a bigger moustache than Mario. Other parts of his body haven't been measured - but by the looks of him, Mario hasn't got a hope in hell!

## No.9

## Burt Reynolds

**DROPS OUT OF THE TOP FIVE**

Poor old Burty has fallen down the charts after it was discovered that he is really more of an Alf Garrett look-a-like than a Mario. He hyped his way into the charts, and Mario fans aren't standing for it. His 'syrup of figs' was discovered while filming his new film 'Mario and the Assbandit'. After smashing his go-kart into the chicken barn, he emerged, not just with egg on his face, but also on his egghead! Burt, you old smoothie!

## No.9

## Nigel Mansell

**HOLDING STEADY!**

This tax hopper is apparently an enthusiastic Mario Kart 64 fan. It is rumoured that he won all the gold cups on the PAL version, bought a NTSC version and won all the gold cups on that as well. Then returned to the PAL version, but couldn't play it for toffees - now that wouldn't happen in real life, would it!

## No.5

## David Seaman

**JUST SCRAPING IN!**

Even though International Superstar Soccer 64 hasn't got a licence to use real player's names, Konami craftily placed two recognisable players in each team - the England squad has Gazza and David Seaman. People might say it's because he's the greatest goalie in the world, but we know it's because Konami wanted to jump onto the Mario band wagon, they could be twins!

A plastic replica had to be used for the photograph, as picture searches for 'Seaman' on the internet came up with imagines of a very different nature - but strangely enough, the men in these pictures also had large bushy moustaches. What a coincidence!

## No.10



# THE HISTORY OF

# Nintendo®

## Part Three

## Mario and Alexey Pajitnov turn up the heat

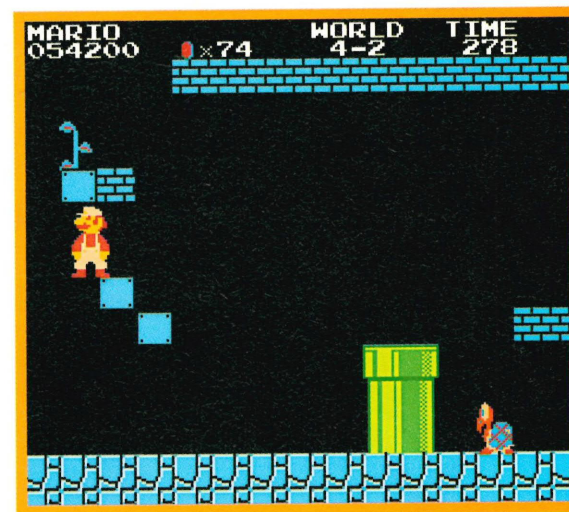
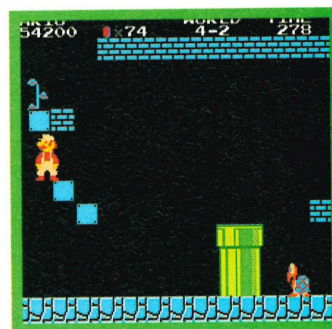
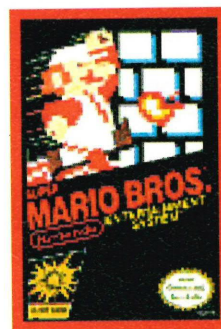
Shigeru Miyamoto was the man that created Mario, first appearing in the arcade game Donkey Kong but under the guise of Jumpman. Jumpman the carpenter, became an immediate success and over 60,000 arcade machines were sold. 1982 saw Donkey Kong Jr, the arcade sequel. In this,

Jumpman was renamed Mario. Mr Minoru Arakawa, the president of Nintendo of America, named him after the Mario Segali, the owner of the first Nintendo warehouse. This was the first and only time that Mario was portrayed as the bad guy. Mario had captured Donkey Kong and caged him, and Jr. had to release his kidnapped father from the evil clutches of the moustached maniac. 1983 saw Mario appear in his very own arcade game, Mario Bros. Obviously with a title like that he was accompanied by a brother and this saw the introduction of the taller and skinner, Luigi.

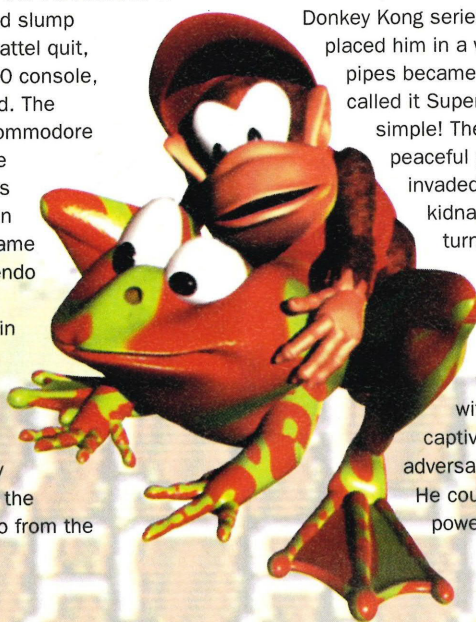
While the arcades were booming, the home console market was seeing a slump due to a glut of dodgy software. The States saw Chuck Wagon dog food contract with Spectravideo to produce a game called Chase the Chuck Wagon to promote dog food. Kool Aid contracted with Mattel's M-Network division to produce Kool Aid Man for both Intellivision and the Atari 2600. Many non-electrical companies were jumping onto the video game band wagon, even Quaker Oats had a video game division. And with the introduction of home computers, a rapid slump occurred. Coleco and Mattel quit, Atari released their 7800 console, but this instantly flopped. The company was sold to Commodore Business Machines. The

crash was the lull before the storm. As a company, who had been turned down by Atari to licence a new 8-bit video game console, Nintendo produced the Nintendo Entertainment System for world distribution - already a great success in Japan under the name of the Famicom.

While the crash of '84 was in full swing, Miyamoto had been ordered by Yamauchi to produce more games for the Famicom. He took the carpenter Mario from the



Donkey Kong series, changed him into a plumber and placed him in a world where large radiant sewer pipes became doorways to secret worlds and called it Super Mario Bros. Its story line was simple! The Mushroom Kingdom was once a peaceful place, but the evil Bowser had invaded it with his twisted magic. He kidnapped Princess Toadstool and turned most of the kingdom's people into rocks, bricks and mushrooms - Mario and Luigi were the kingdom's saviours. The Nintendo Entertainment System was released worldwide in 1985 with Super Mario Bros. People were captivated! The unlikely hero could elude adversaries as well as challenging them. He could also grow bigger and more powerful by simply collecting red and





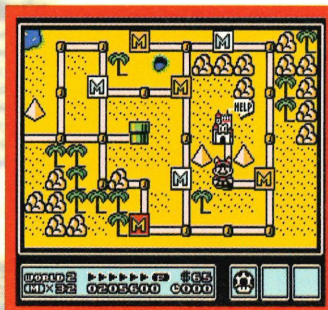
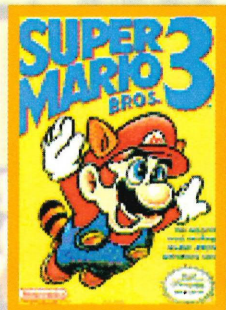
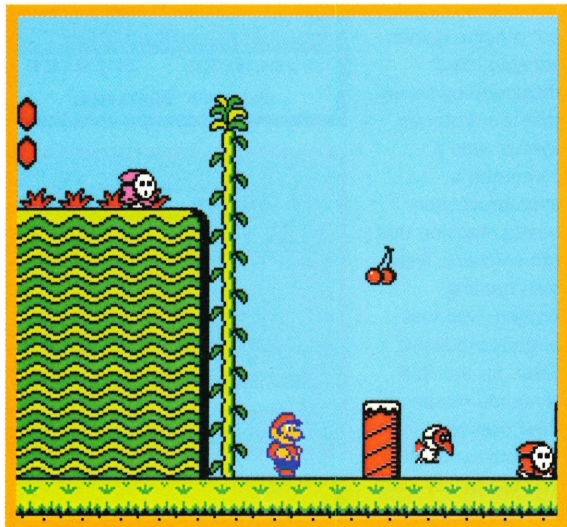
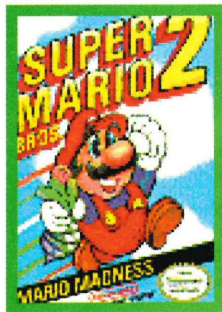
green mushrooms. Players could find extra lives in hidden places. Turtles could attack by firing their shells, cacti could walk, prizes and punishments were programmed to increase the challenge. It was a landmark game, which influenced the production of hundreds of platform games from then onwards.

The sequel, Super Mario Bros. 2, saw the now cherished characters journey through new cartoon environments. This time the storyline revolved around a dream Mario had one evening. He dreamt of a long stairway leading to a door. Beyond the door was a world that spread as far as the eye could see. A faint voice welcomed him "Welcome to Subcorn,

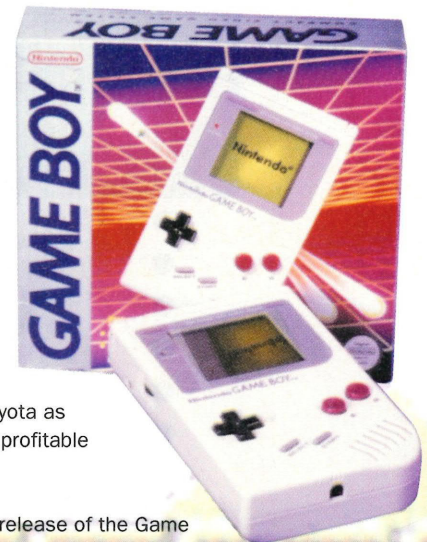
the land of dreams. We have been cursed by Wart. Please defeat Wart and save us. Remember, Wart hates vegetables. Please help us!". The following day on the way to a picnic, Mario told Luigi, Toad and the Princess of his dream. On arriving at the picnic area, they found a small cave. In the cave was a door, Mario opened it to find the world that he had dreamt of. Again, new elements had been included to push the genre further. You could choose between the four characters - Mario, Luigi, Toad, and the Princess. Each had different abilities that were suited to different tasks. The enemies were not armed with guns but with turnips, carrots and pumpkins. A bonus game was included where a player could gamble on a one-armed bandit for more lives. Mario and his friends also had the choice of which route to take, probably the most significant out of all the new factors. These routes also included short-cuts, which added up to the first non-linear platformer.

In the winter of 1989, a movie called The Wizard appeared in cinemas across America. The film highlighted a gang of kids who were rivalling each other to become the greatest game player ever. The pinnacle of the film was when the greatest player had to play the greatest game ever, and that was Super Mario Bros. 3. Yes, Nintendo advertised the launch of their next sequel in a hundred-minute Hollywood

film, which kids paid to see. It grossed \$14 million and sent children wild with anticipation. They had seen it on the big screen and they couldn't wait to play it at home. Again, when Super Mario Bros. 3 was released it had new features to astound the kids. Mario could now collect power-ups to make him into Raccoon Mario, Invincible Mario, and Fire Mario. He could also super jump, squat jump and pick up and kick shells. The story line took Mario and Luigi back to the Mushroom Kingdom that led to the Mushroom World, where all was not well. Bowser had now sent his seven



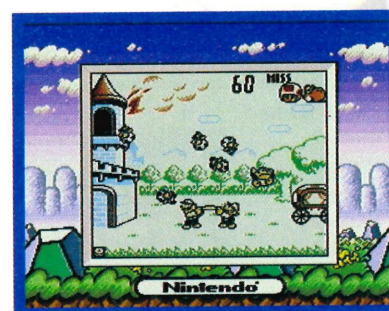
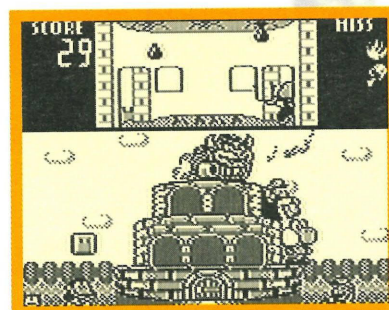
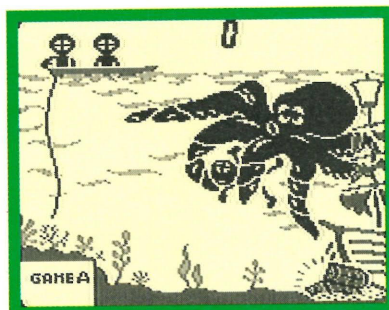
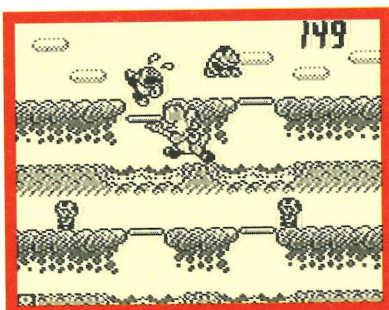
siblings to disrupt the peaceful world. They had stolen the royal magic wand from each country in the Mushroom World and turned the Kings into animals. It was Mario's and Luigi's task to retrieve the wands and break the spells cast upon the Kings. Super Mario Bros. 3 sold 7.5 million copies in America and 4 million in Japan alone, selling more than any other video game in history. If Super Mario Bros. 3 was a compact disc, it would have gone platinum eleven times, with only the likes of Michael Jackson achieving this feat. Mario and his pals had turned Nintendo into one of the world's most profitable companies, surpassing Toyota as Japan's most profitable company.



1989 saw the release of the Game Boy. A handheld system that was a combination of the NES and the Game & Watch. Engineered by Gunpei Yokoi and his forty-five-man R&D 1 team of designers, it was small but had interchangeable cartridges. The selling point behind this tiny machine was that it ran off



# nintendo history



batteries and could be used anywhere. For example, if you were bored while travelling on the bus to work or school, you could easily whip out your Game Boy and play a game of Tetris. The handheld console was criticised for not having a colour screen, but Yamauchi had decided that low cost and efficiency were more important - a colour screen would have meant eight AA batteries instead of the Game Boy's two. In the States, 40,000 Game Boys were sold on the first day of release, with two hundred thousand being sold in the first week in Japan. Toys 'R' Us unsuccessfully tried to get all of NCL's introductory shipment of 1.1 million.

Again, Nintendo knew from marketing Super Mario Bros. with the NES, that if they wanted the Game Boy to sell well it would need a special game. Minoru Arakawa saw at an arcade-industry trade show a arcade version of the game Tetris. The idea behind the game was to stop blocks from piling up to the top of the game screen. To do this the blocks could be moved to the left and right, and they could also be rotated as they fell. If you completed a horizontal line on the same pattern, the line would disappear and you would receive points. The official release had two games - Game A was to test endurance, the focus

on how many of these 'lines' you could eliminate. Game B focused more on score, and how many points you can earn after completing 25 lines. This might sound like a really pointless game, but it was addictive and it would take the world by storm.

Nintendo had decided that they wanted to launch the Game Boy with this game, so it was time to track down the hand-held Tetris rights. Alexey Pajitnov, a Russian living in Moscow, had designed the game while working at the Computer Centre of the Moscow Academy of Science. Originally, Robert Stein had secured the rights to a Hungarian version on the Commodore 64 that had been adapted from Pajitnov's version. He in turn tried to sell the rights, except for the arcade and hand-held versions, to Mirrorsoft, owned by Robert Maxwell. The

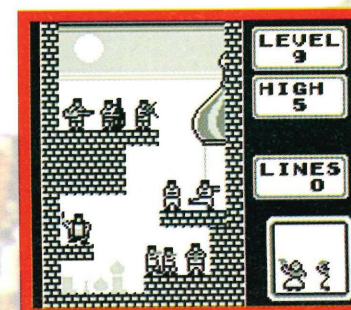
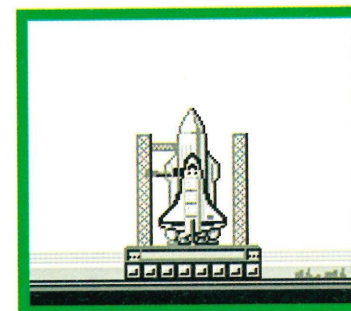
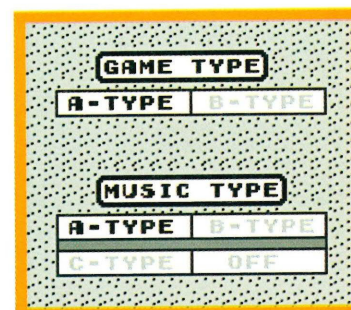
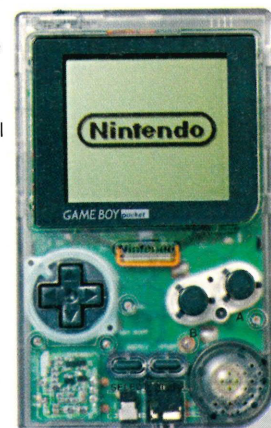
negotiations between Stein and the Russians were long and arduous, but ended in Stein

informing them that he had sold the rights to the IBM PC version to Maxwell Communications. All these dealings were very dodgy and rights were being sold when they weren't even owned. Arakawa wanted Tetris for the Game Boy and placed the task on Henk Rogers to secure the world-wide hand-held rights to the game. After many long battles with various companies, Nintendo secured

the rights to produce Tetris for the NES and the Game Boy. To do so they had to prove in

court that the NES was not a computer but a home games console. Atari disagreed by saying that the Nintendo system was a computer, a microprocessor-based machine that ran software. After also beating Tengen, who was already producing Tetris for the NES, Nintendo released their own version for both systems.

The Game Boy sold millions, by 1992, 32 million had been sold world-wide. Tetris had done its job, better than anyone had expected! Tetris also lifted the label that educators had placed, that all Nintendo games were violent and lacked redeeming values. A study in Moscow even claimed that Tetris improved driving skills by shortening reaction times.







**Y**ou might think that Mario is well known in Britain, but his fame here doesn't even come close to the god-like status he enjoys in the States. In the eighties, the only way you could pass the day without seeing his face was if you locked yourself away in a dark cupboard. If you wanted, you could actually undertake all your daily tasks with a Mario product.

**7.00am** - wake up after a good night's sleep in your Mario sleeping bag.



**7.30am** - get out of sleeping bag and struggle down to kitchen to munch on Mario endorsed cereal.



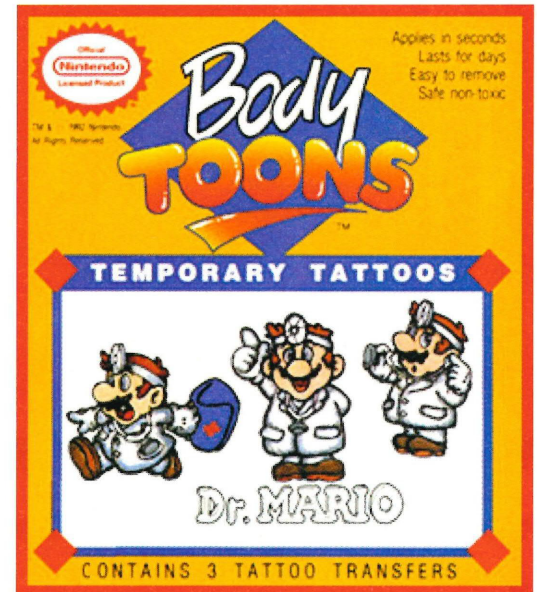
**8.00am** - fall into a hot bath and wash your hair with Mario shampoo.



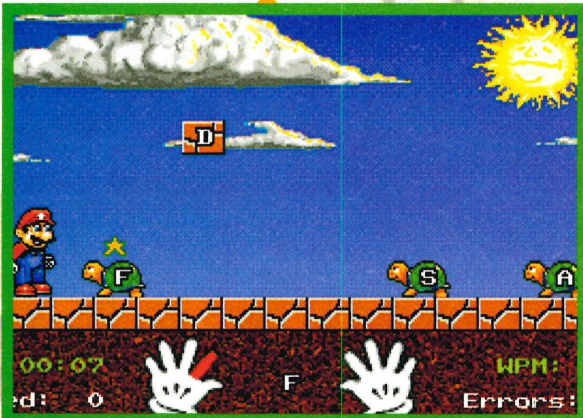
**9.00am** - off to work, unlock car door with car keys dangling from Mario key ring.



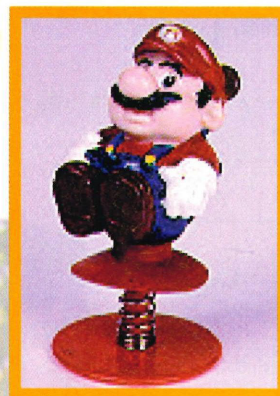
**1.00pm** - decide to be a rebel and trundle off to get a Mario tattoo.



**4.30pm** - your boss informs you that your typing isn't up to scratch and gives you a Mario teach typing program.



**8.00pm** - pass the evening away by playing with your many Mario toys. Then it's back to bed, in your Mario sleeping bag of course!



## NEXT ISSUE PART FOUR

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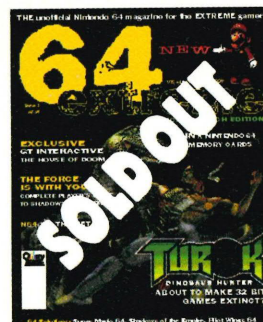
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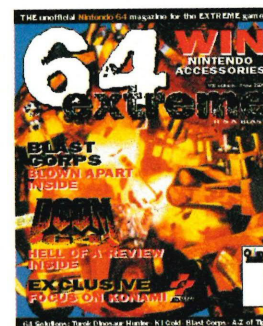
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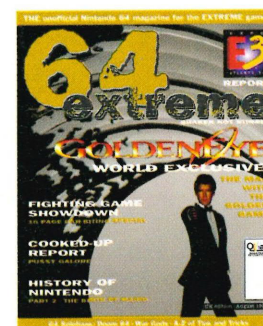
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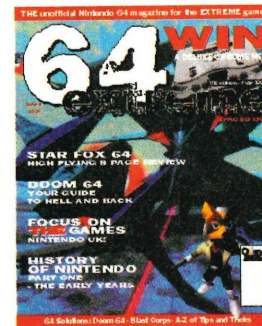
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**Issue #3**  
Reviews to Doom 64, Human Grand Prix, King of Pro Baseball, The Glory of St. Andrews, Doraemon and Mahjong Master. Guides to Blast Corps, Killer Instinct Gold and Turok Dinosaur Hunter (Part 2). Features on Konami (Dream Team Focus) and N64 accessories.



**Issue #2**  
Reviews to FIFA 64, Blast Corps, Killer Instinct Gold, Wayne Gretzky's 3D Hockey, Mortal Kombat Trilogy, J-League Perfect Striker and NBA Hangtime. Guides to WaveRace 64, Turok Dinosaur Hunter (Part 1) and Super Mario 64 (Part 2). Features on Four Player Frenzy (Mario Kart 64 & FIFA 64) and Nintendo 64 hardware guide.



**Issue #4**  
Reviews to Star Fox 64, International Superstar Soccer 64, Wonder Project J2, WaveRace 64. Guides to Doom 64 (Part 1) and Blast Corps (Part 2). Features on History of Nintendo (Part 1), Focus on THE Games, The Daily Stir (satirical feature) and Four Player Frenzy.



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Here's the first part to our fully mapped Hexen walk-through. Enjoy!

## CHARACTERS



### Cleric / Parias

He's a good all-round type of guy who can fight well. Not only is he strong and has the ability to cast magic, he can also hold one of the most impressive weapons in the game, the Wraithverge.



### Fighter / Baratus

The ideal choice for the beginner. This typical character is the easiest to get to grips with, he's got all the brawn and the speed you'll need but lacks magical ability.



### Mage / Daedolon

He's a weak wimp with no muscle but has the magic to make up for it. This guy will be the hardest character to master in the game but once mastered, he'll demonstrate some awesome power.

## KEY



## ENEMIES



### Centaur

Not only are these guys built like double decker buses but are also armed with a shield and a rather large sword. Make sure they don't get too close.



### Chaos Serpent

There are two flavours of Chaos Serpents, the green ones spit out fireballs and the brown ones fire blue bolts of energy. Get in too close and they'll make a meal of you.



### Ettin

There is no word that can describe how ugly these two-headed beasts are! Armed only with a spiked mallet, they're slow movers just waiting for you to put them out of their misery.



### Heresiarch

These are masters of the Dark Bishops and have more power than any of them put together. Witnessing the full extent of their power may cause a funeral...yours!



### Menelkir

Looking like the Mage, Menelkir is the second to guard for the evil Rax. He holds the Bloodscourge Staff which is capable of showering you with energy bolts.



### Slaughtaur

If you thought the Centaurs were pretty hard, wait till you've tried these guys out! They're every bit as deadly as their cousins but they also have the ability to fire blue bolts from their shields.



### Traductus

Looking like the Cleric, Traductus is the third and last guardian of Korax you'll meet. You'll find him in the final levels where he'll be holding a Wraithverge, it fires evil souls of death!



### Death Wyvern

These undead creatures fly around looking for human blood to feast upon. They are quite hard to come by, but when you do you'll have to be quick!



### Zedek

Looking like the Fighter, Zedek is the first guardian of Korax you'll meet on your journey. You'll find him later on in the game wielding the Quietus sword!



### Dark Bishop

These guys have all the talent you'll ever want, they can fly through the air with lightning speed and can fire a Roman Candle! If there's more than one it's carnage time!



### Korax

He's a grim looking guy with six arms which enables him to fire six fireballs or energy bolts at once. Side step to dodge all his attacks and time your moves carefully to get close enough to destroy him.



### Reivers

These are ghostly flying skeletons with the bottom halves of their bodies hacked off! Not only do they glow but they'll also shoot fireballs at you from their fingertips given half a chance.



### Stalkers

The Stalkers like to lurk beneath the surface of the water and wait for their prey to approach, once within range they'll suddenly appear and begin their attack.



### Wendigo

These Yaks are only found in the ice stages of the game. They'll attack by firing deadly snowballs at you which have a rapid rate of fire with a long range.



### Afrits

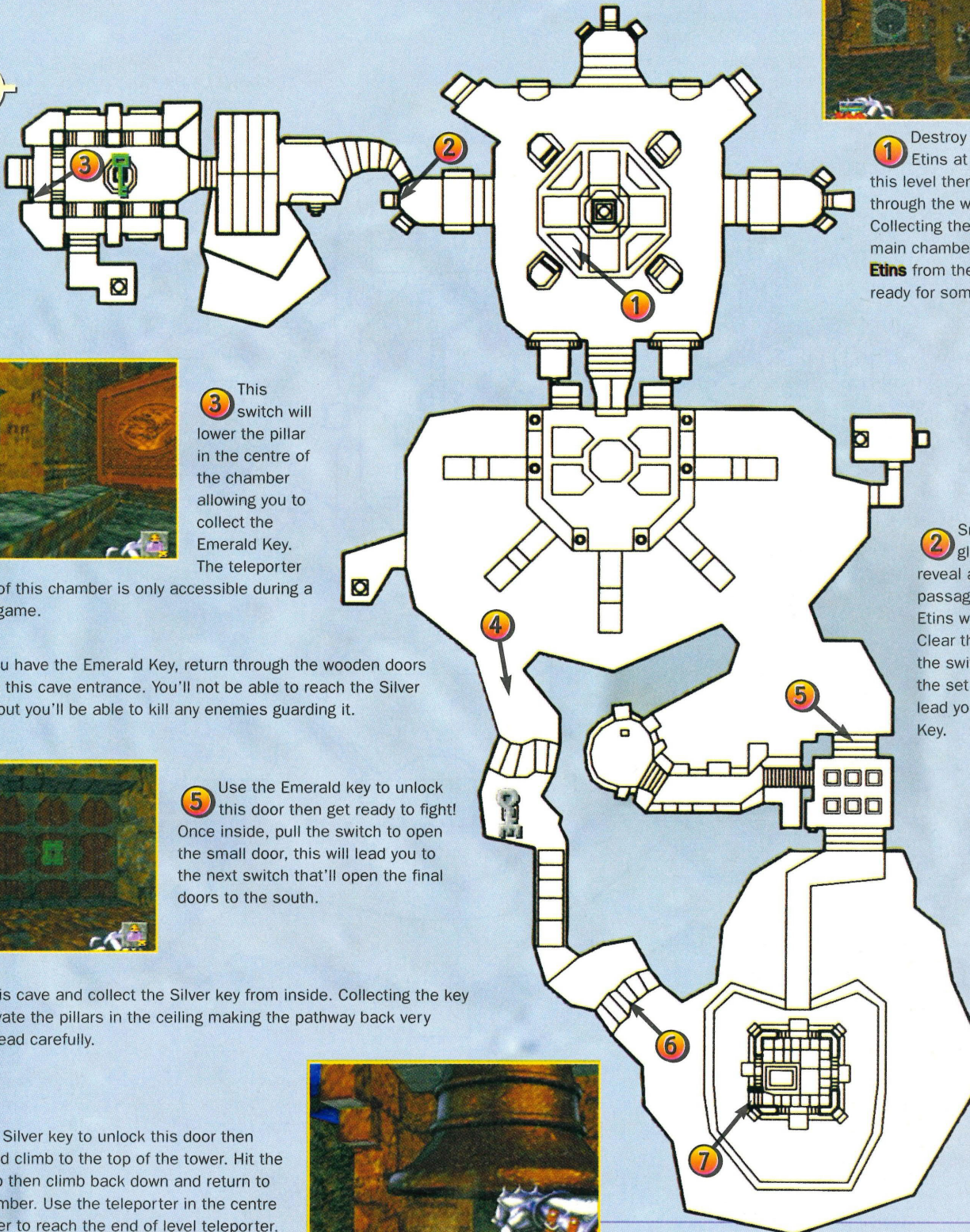
You'll find these guys around every corner! Watch out, once hatched from their cocoons they'll rapidly spit fireballs at you!



# level one

LEVEL  
**1**

## WINNOWING HALL



**1** Destroy any surrounding Etins at the beginning of this level then continue through the wooden doors. Collecting the flechettes in this main chamber will release Etins from the four pillars, get ready for some action.



**3** This switch will lower the pillar in the centre of the chamber allowing you to collect the Emerald Key. The teleporter

to the south of this chamber is only accessible during a Deathmatch game.

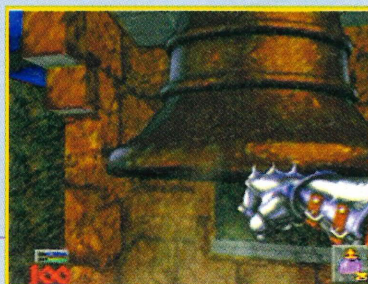
**4** Once you have the Emerald Key, return through the wooden doors and into this cave entrance. You'll not be able to reach the Silver Key just yet, but you'll be able to kill any enemies guarding it.



**5** Use the Emerald key to unlock this door then get ready to fight! Once inside, pull the switch to open the small door, this will lead you to the next switch that'll open the final doors to the south.

**6** Enter this cave and collect the Silver key from inside. Collecting the key will activate the pillars in the ceiling making the pathway back very hazardous, tread carefully.

**7** Use the Silver key to unlock this door then enter and climb to the top of the tower. Hit the bell at the top then climb back down and return to the main chamber. Use the teleporter in the centre of the chamber to reach the end of level teleporter.





## level two



LEVEL  
**2**

### SEVEN PORTALS



**1** Pulling this switch will open the large door to the east and lower the triangular pillar to the south allowing you to collect the weapon power-up.

**2** It's advisable that you collect the weapon straight away, it'll help you kill the Serpents in the chamber you've just opened. Use the lift to reach this teleporter then step in, it'll transport you to the **Guardian of Ice**.

**6** This stairway here will have risen allowing you to reach the dragonskin bracers and the switch at the top. Climb the stairs then collect the bracers and pull the switch.

**7** Enter this chamber and pull the switch on the far wall to expose the next teleporter you need to use. Kill the Serpent and enter the teleporter, it'll take you back to the **Guardian of Fire**.

**8** On returning to this level again, the second stairway will have risen allowing you access to another two switches, pull both switches then proceed to this chamber and pull the switch to expose the next teleporter, enter the teleporter to travel back to the **Guardian of Steel**.



teleporter to reach the **Guardian of Fire**.

**3** On your return to this level, you'll discover that you can access another two chambers, enter this one and pull the switch on the far wall to reveal another teleporter. Kill the Serpent you've just released then step into the

**9** Climb up the third stairway and pull both switches at the top, one of the switches will open a doorway on the Guardian of Ice. Now enter this chamber and use the centre teleporter to travel to the **Guardian of Ice**.

**10** Use this teleporter again to travel back to the **Guardian of Ice** again.

**4** Enter this chamber here and pull the switch on the far wall to expose the next teleporter. Destroy the Serpent then use the teleporter to reach the **Guardian of Steel**.

**5** After returning from the Guardian of Steel, you'll notice that another door has opened allowing you to access yet another teleporter. Enter this chamber and destroy all the Serpents before using the teleporter to venture back to the **Guardian of Ice**.

**11** Walk down into this small pool of water then jump up towards the grate, it's here where you'll find the hidden teleporter that'll take you to the secret level, **Bright Crucible**.

**12** Travel south to this switch here killing anything that gets in your way, pull the switch to open the final set of doors. The small blue stars will act as a stairway allowing you to walk across the gap reach the teleporter at the other side, it'll take you to the **Shadow Wood**.

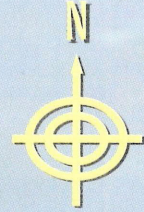




# level three

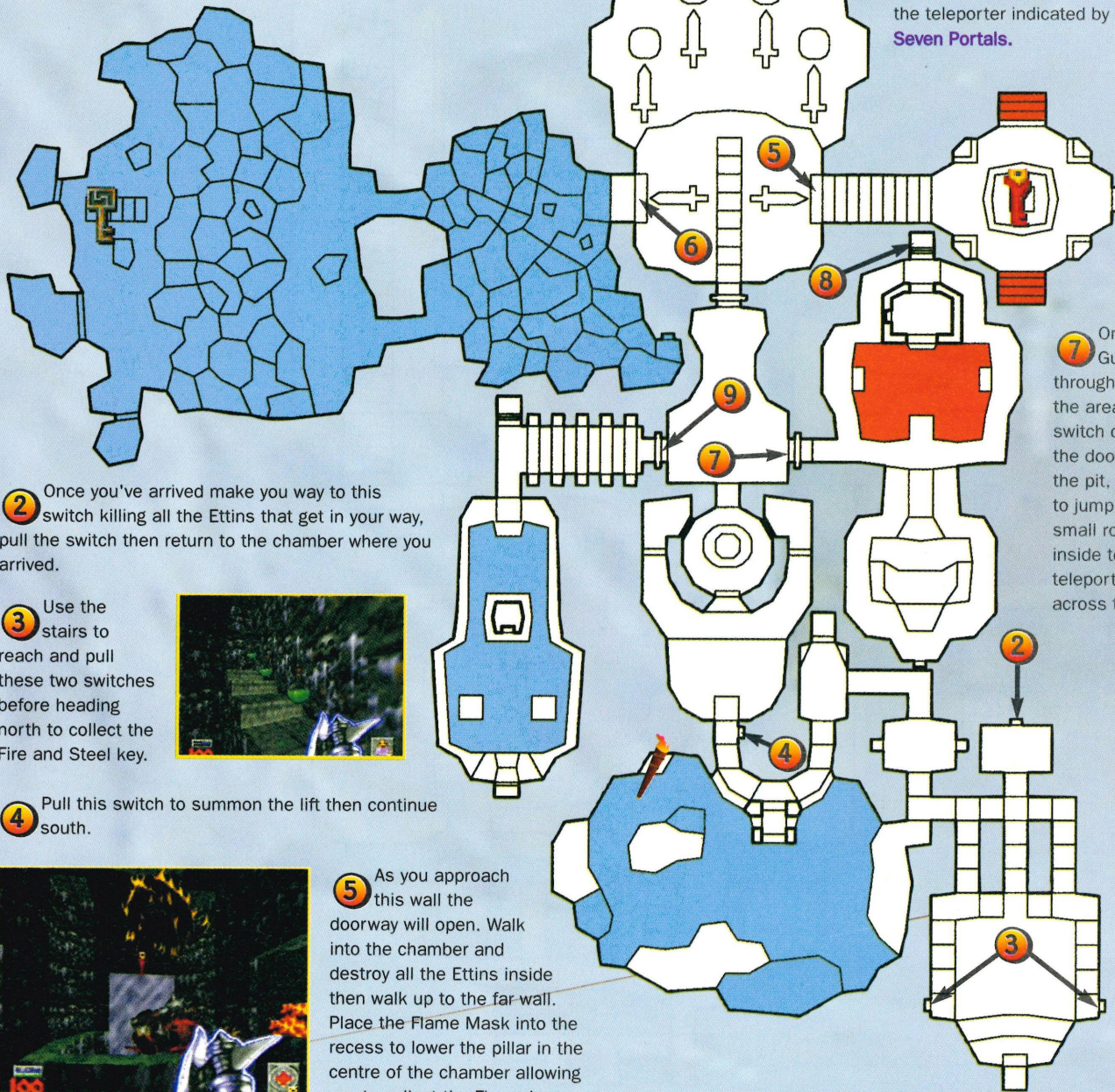
LEVEL  
3

## GUARDIAN OF ICE



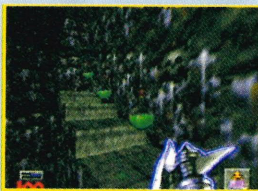
**1** From the beginning of this level, battle your way north to this switch, once pulled it'll raise the four pillars in the chamber. The light on the ceiling will indicate where the teleporter is located, stand on the stump that the arrow is pointing to to be teleported back to the **Seven Portals**.

**6** Approach this wall then step onto the lift and ride to the top. Once you've removed all the Wendigos, head to the south wall and pull the switch, you'll now be able to collect the Steel key from the platform. Once you have the key, carefully jump across the cracked ice back to the lift then use the teleporter indicated by the arrow to return to the **Seven Portals**.



**2** Once you've arrived make your way to this switch killing all the Ettins that get in your way, pull the switch then return to the chamber where you arrived.

**3** Use the stairs to reach and pull these two switches before heading north to collect the Fire and Steel key.



**4** Pull this switch to summon the lift then continue south.



**5** As you approach this wall the doorway will open. Walk into the chamber and destroy all the Ettins inside then walk up to the far wall. Place the Flame Mask into the recess to lower the pillar in the centre of the chamber allowing you to collect the Flame key.

**7** On your return to the Guardian of Ice, enter through this doorway and clear the area of all enemies. Pull the switch on the south wall to open the door across the other side of the pit, now use a running jump to jump across the pit into the small room. Pull the switch inside to expose another teleporter before jumping back across the pit.

**8** Walk around the outside of the pit and enter this teleporter, it'll take you to the **Guardian of Fire**.

**9** Enter this doorway and run to the end of the passage to avoid the flying spiky balls. Destroy the Ettins in the next chamber then pull the wall switch, this will release more missiles and enemies. Kill all the enemies released to expose the teleporter that will take you to the **Guardian of Steel**.



## level four

LEVEL

4

### GUARDIAN OF FIRE

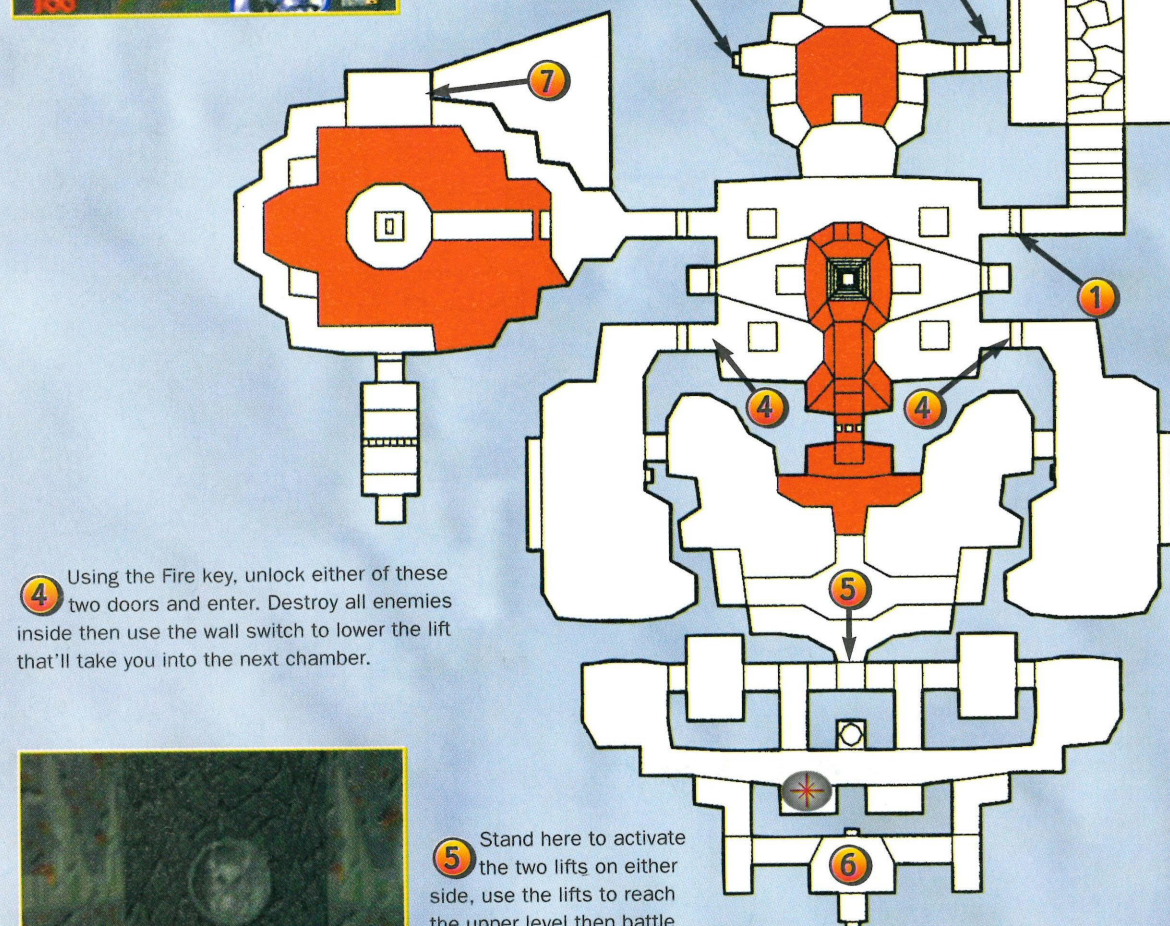


**1** Make your way to this door destroying every enemy you encounter. Open the door and enter then quickly along the path to the door at the end, don't stop until you get there as the path will crumble away from beneath your feet.

**2** Jump onto the small ledge on your left and make your way back to this switch, pull the switch then use the small ledge once more to return to the door that'll now open. Collect the Flame Mask from inside then return back along the ledge.



**3** Pull this wall switch before heading north through the lava and into the teleporter to return back to the **Seven Portals**.



**4** Using the Fire key, unlock either of these two doors and enter. Destroy all enemies inside then use the wall switch to lower the lift that'll take you into the next chamber.

**6** As soon as you arrive in this chamber, pull the switch on the north wall then the switch on the south wall, this will teleport you back to the **Seven Portals**.

**7** As you walk around the edge of the chamber to reach the walkway, you'll need to run past this section if you don't want to get pushed into the lava. Use the walkway to reach the centre section and pull the switch then return back across the walkway and head north to the teleporter that'll take you back to the **Seven Portals**.



**5** Stand here to activate the two lifts on either side, use the lifts to reach the upper level then battle your way south through the Ettins and Afrits to reach the teleporter.





# level five



LEVEL  
**5**

## GUARDIAN OF STEEL



**1** Battle your way through all enemies to reach this lift then step inside and kill the Serpent.

**2** From the lift, follow the passage along to this switch here, pull the switch then return back through the lift.

**3** Using the switch will slide the barrier out of the way allowing you to reach the next switch on this level, once pulled return to the lift.

**4** Ride the lift down again then find and pull the second switch. Now return to the lift, the teleporter and the **Seven Portals**.

**5** Travel to this door here and use the Steel key to unlock it and summon the lift. There'll be a Serpent inside the lift waiting for you, be prepared to fight.

**6** Make your way around to this switch and pull it, now return to the lift and head for one of the outer switches that'll slide the barrier out of the way.

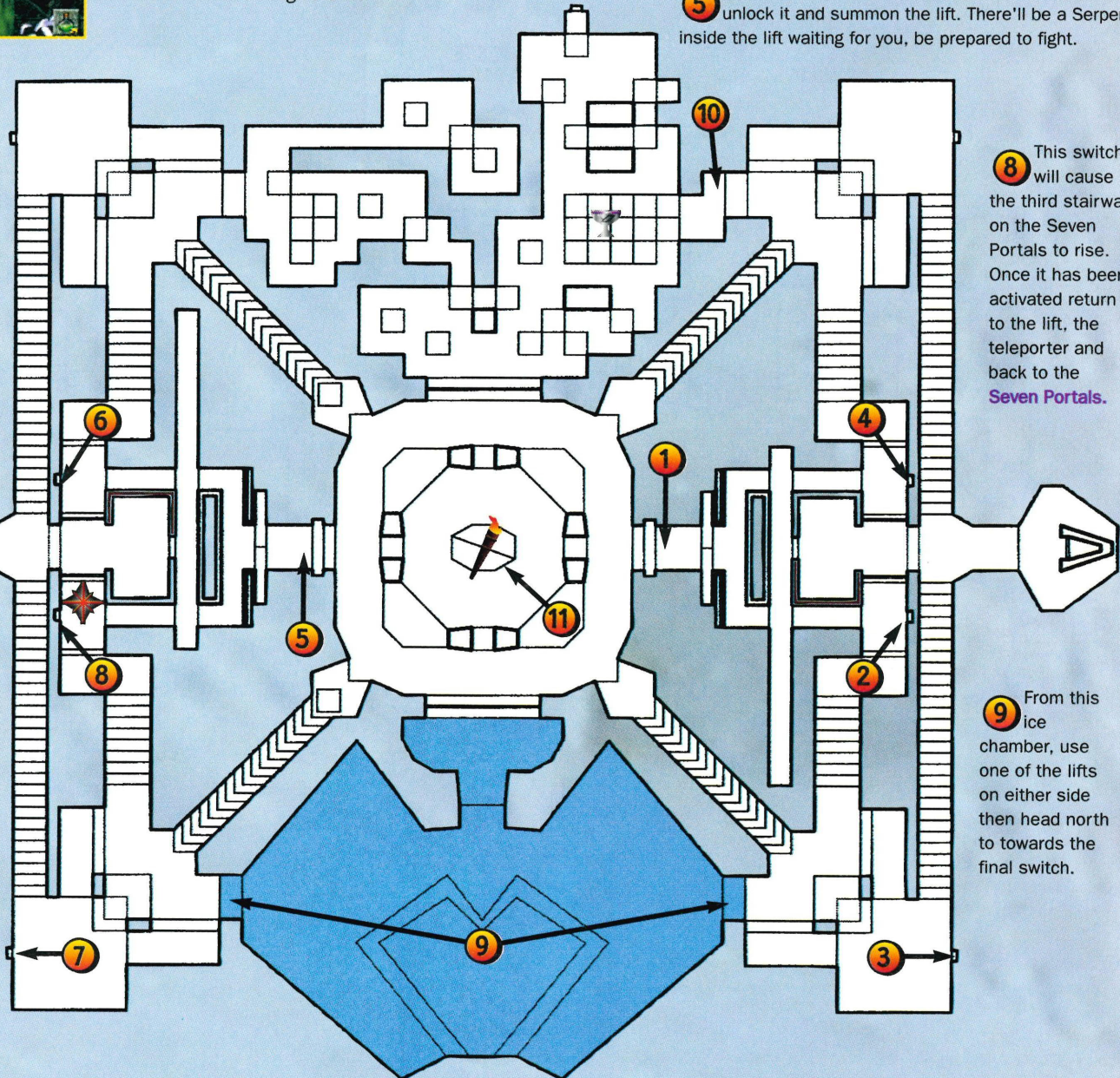
**8** This switch will cause the third stairway on the Seven Portals to rise. Once it has been activated return to the lift, the teleporter and back to the **Seven Portals**.

**7** Pull this switch to slide the barrier to the other side allowing you to reach the opposite switch. Now head back towards the lift and enter.

**9** From this ice chamber, use one of the lifts on either side then head north to towards the final switch.

**10** Use this lift to enter the chamber above then carefully head towards the switch avoiding the moving pillars. Press the switch and return to the lift to exit, now head into the centre of the level.

**11** Jump over the wall and up onto this platform, this will move the walls back at the Seven Portals allowing you access to a hidden teleporter that will take you to the secret level. Collect the torch then head for the nearest teleporter to return to the **Seven Portals**.



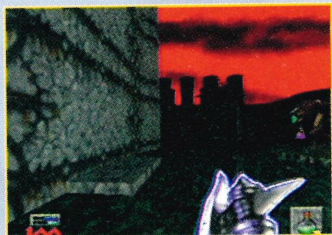


## level six

LEVEL

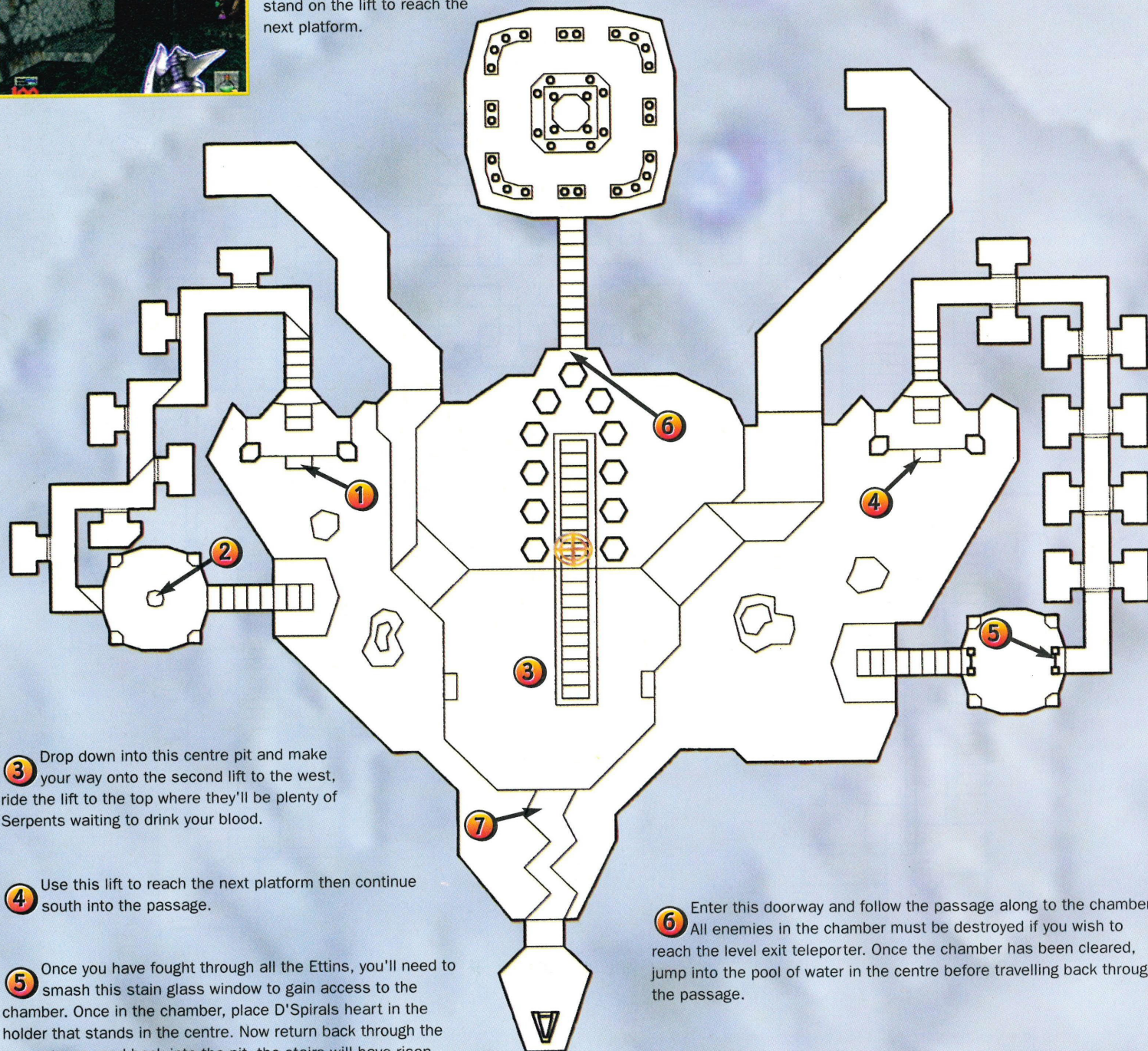
6

### BRIGHT CRUCIBLE



**1** Kill all the annoying Afrits you'll encounter at the beginning of this level then head towards this lift, stand on the lift to reach the next platform.

**2** From the lift, head south into the passage and follow it along to reach the chamber at the end, on the way you'll be attacked by many Slaughtaurs so be prepared for a little combat! Here in the centre of this chamber is D'Spirals heart, you'll need it to expose the level exit teleporter. Once you have D'Spirals heart return through the passage to the lift.



**3** Drop down into this centre pit and make your way onto the second lift to the west, ride the lift to the top where they'll be plenty of Serpents waiting to drink your blood.

**4** Use this lift to reach the next platform then continue south into the passage.

**5** Once you have fought through all the Ettins, you'll need to smash this stain glass window to gain access to the chamber. Once in the chamber, place D'Spirals heart in the holder that stands in the centre. Now return back through the passage way and back into the pit, the stairs will have risen allowing you to return to where you started this level.

**6** Enter this doorway and follow the passage along to the chamber. All enemies in the chamber must be destroyed if you wish to reach the level exit teleporter. Once the chamber has been cleared, jump into the pool of water in the centre before travelling back through the passage.

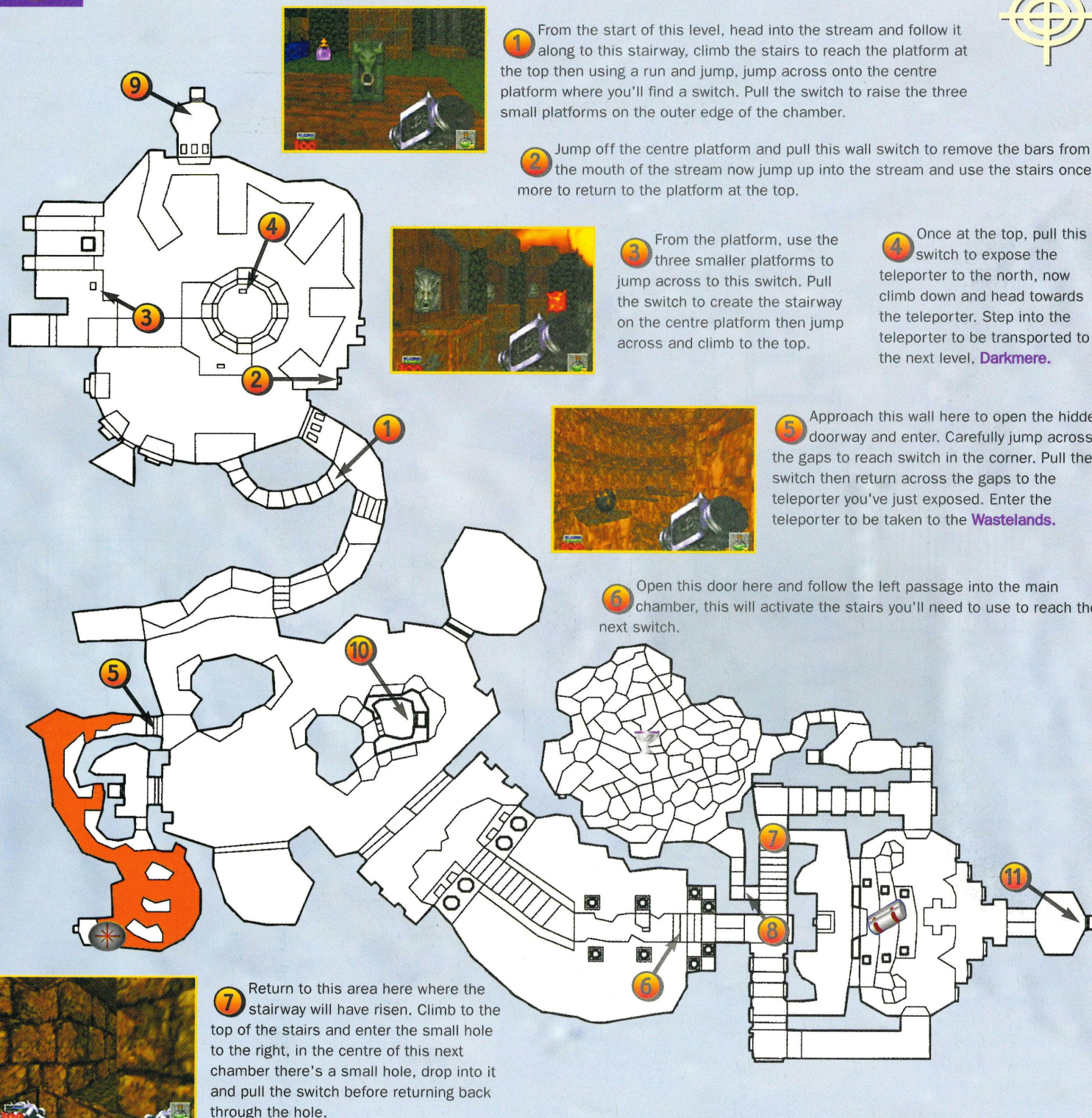
**7** Continue north and down into this small stream which will lead you to the teleporter. Destroy any Stalkers that get in your way and enter then teleporter to return to the **Seven Portals**.



# level seven

LEVEL  
7

## SHADOW WOOD



1 From the start of this level, head into the stream and follow it along to this stairway, climb the stairs to reach the platform at the top then using a run and jump, jump across onto the centre platform where you'll find a switch. Pull the switch to raise the three small platforms on the outer edge of the chamber.

2 Jump off the centre platform and pull this wall switch to remove the bars from the mouth of the stream now jump up into the stream and use the stairs once more to return to the platform at the top.

3 From the platform, use the three smaller platforms to jump across to this switch. Pull the switch to create the stairway on the centre platform then jump across and climb to the top.

4 Once at the top, pull this switch to expose the teleporter to the north, now climb down and head towards the teleporter. Step into the teleporter to be transported to the next level, **Darkmere**.

5 Approach this wall here to open the hidden doorway and enter. Carefully jump across the gaps to reach switch in the corner. Pull the switch then return across the gaps to the teleporter you've just exposed. Enter the teleporter to be taken to the **Wastelands**.

6 Open this door here and follow the left passage into the main chamber, this will activate the stairs you'll need to use to reach the next switch.

7 Return to this area here where the stairway will have risen. Climb to the top of the stairs and enter the small hole to the right, in the centre of this next chamber there's a small hole, drop into it and pull the switch before returning back through the hole.

8 Enter this small passageway here and travel north-east to the next teleporter. Enter the teleporter to be transported to the **Caves of Circe**.

9 Make your way to this teleporter, step into the teleporter to be transported to **Darkmere**.

10 Climb up to this teleporter and enter, it will take you to the secret level, **Sacred Grove**.

11 Travel to this teleporter and use it to transport you to the next level, **Hypostyle**.





**1** Travel to this statue here and light the torch it's holding, this will open the next door on the north wall.

**2** Walk to this small chamber and open the door. Once inside, pull the switch on the far wall then walk around into the next chamber and pull the second switch, this will open the door to the east.

**3** Travel east then north through the doorway and into the swamp, continue north and make your way to this small room here. Inside, pull the switch in the corner then make your exit. The Castle key is kept in this small building but you'll not be able to collect it just yet.

**5** Walk around to this well and drop down inside to reach the switch at the bottom. Push the switch on the south wall and wait for the water level to rise allowing you to climb out. From the well, leave the castle and head back through the swamp to the small building, now you'll be able to enter the small room and collect the Castle key.

**4** Travel south through the swamp destroying all the Wendigos you meet as you make your way to the castle entrance. Pull this switch to create the stairway into the castle then enter, inside hit the switch on the left.

**6** Once you have the Castle key, return to the castle and climb these spiral stairs. Use the Castle key to open the door at the top and enter. Destroy any enemies found inside before pushing the wall switch and making your exit back down to ground level.

**7** Climb down these stairs and continue east into the next chamber, it looks a bit like a dining room. Walk into the fire place at the far end on the left and slide the wall out of the way, continue along the passage to the switch. Use the switch to summon the lift, it'll take you up into the next chamber.

**9** Travel north back through the swamp up to this teleporter here. Enter the teleporter to be transported back to **Shadow Wood**.

**10** Make your way to this fireplace here, step inside and pull the switch to expose the stairway. Climb the stairs and use the Horn key to open the door at the top.

**13** Travel to this exit here and use the blue stars as a stairway to get safely across the gap. Continue north through the swamp and use the teleporter to return to **Shadow Wood**.

**12** Use the Cave key to unlock and open this door. Use the wall switch to summon the lift then use the lift and follow the passage north. You'll find the next switch you need to pull hidden behind a statue.

**11** Climb up to this switch and pull it then return back through the horn door.

**8** Carefully make your way to the other side of this chamber whilst avoiding the missiles. Once you have the Swamp key, return back across the chamber and make your exit out of the castle.



# level nine

LEVEL  
9

## CAVES OF CIRCE



1 Travel to this door here and open it then enter. Pull the wall switch inside before making your exit and heading north-west to collect the Cave key.

2 This wall here will move out of your way when approached, this will allow you easy access to the centre chamber and the Cave key.



3 Enter this chamber collect the Cave key from the centre then continue west to the next switch.

4 Walk into this stream and open the door, the current in the water is very strong so you'll have to run to avoid being dragged away. Once the door is open, continue through the passage to the next switch.

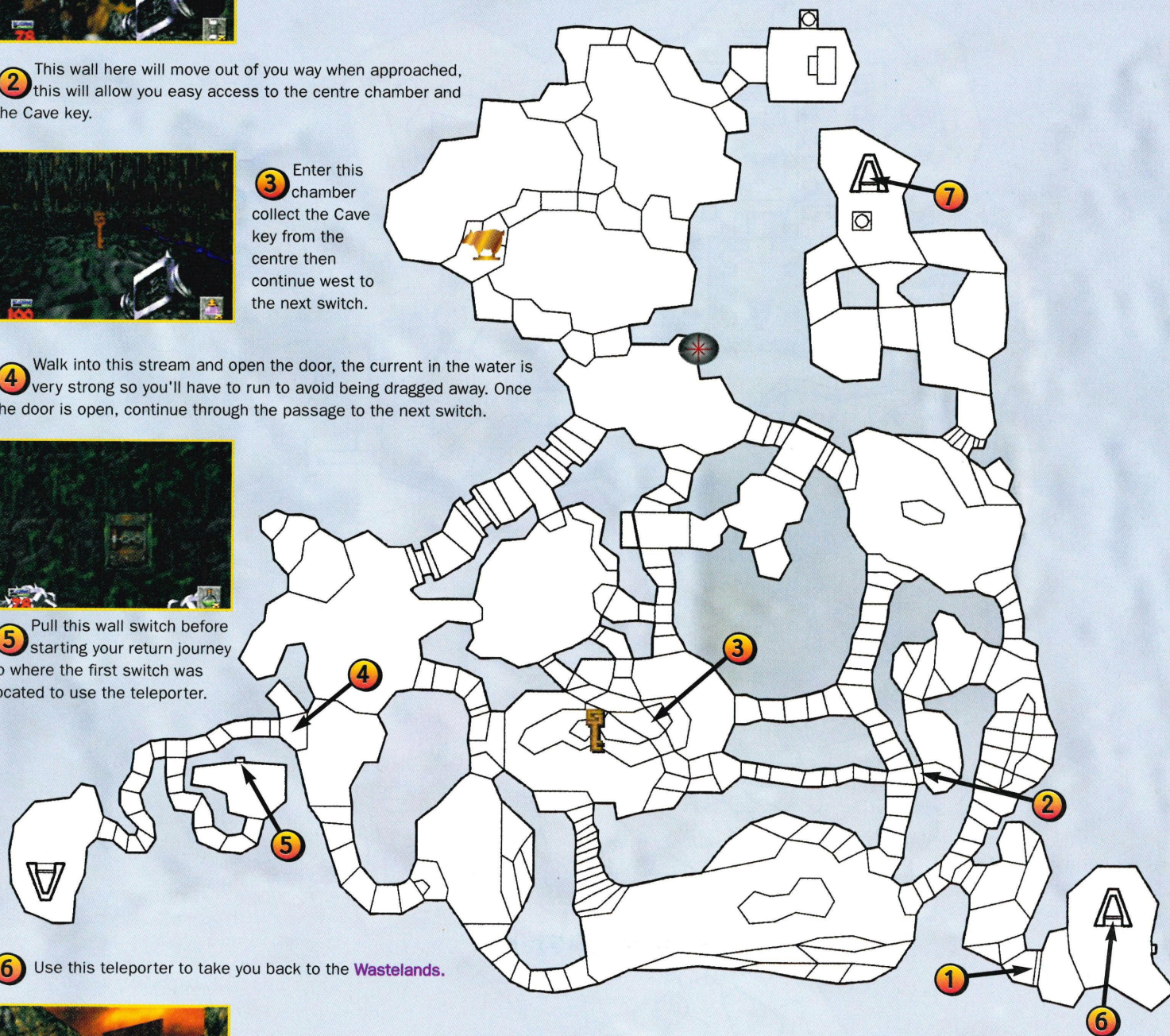


5 Pull this wall switch before starting your return journey to where the first switch was located to use the teleporter.

6 Use this teleporter to take you back to the **Wastelands**.



7 Use this teleporter to take you back to **Shadow Wood**.





## level ten

LEVEL  
**10**

### WASTELANDS



**1** From the start of this level, travel north to reach this door. Stand to the left of the door and open it then enter. Walk up the stairs and continue to the east to collect the Horn key.

**2** Now you have the Horn key, make your way into this area and destroy all enemies in the within view, this will lower the wall allowing you access to swamp door.

**3** Once the walls have been lowered, climb up these stairs and unlock the swamp door then enter. Inside the chamber you'll find a wall switch, pull it then exit.



**4** Travel north to this door and enter. Destroy the Serpents inside then pull the wall switch located behind the teleporter.

**5** Now you must return to this area where you started the level and use the teleporter to take you to **Shadow Wood**.

**6** Travel south to this lock and use the Cave key to unlock it, now enter the teleporter to the right to reach the next switch.

**7** Once you've arrived in this chamber, kill all the annoying Afrits before using the blue stars as a stairway to climb up to the centre platform. On the platform kill the Serpent then pull the wall switch.

**8** Jump across the lava and use these stairs to exit the chamber. Now travel south-east then north to reach the next teleporter.

**9** Use this teleporter to return to **Shadow Wood**.





# level eleven

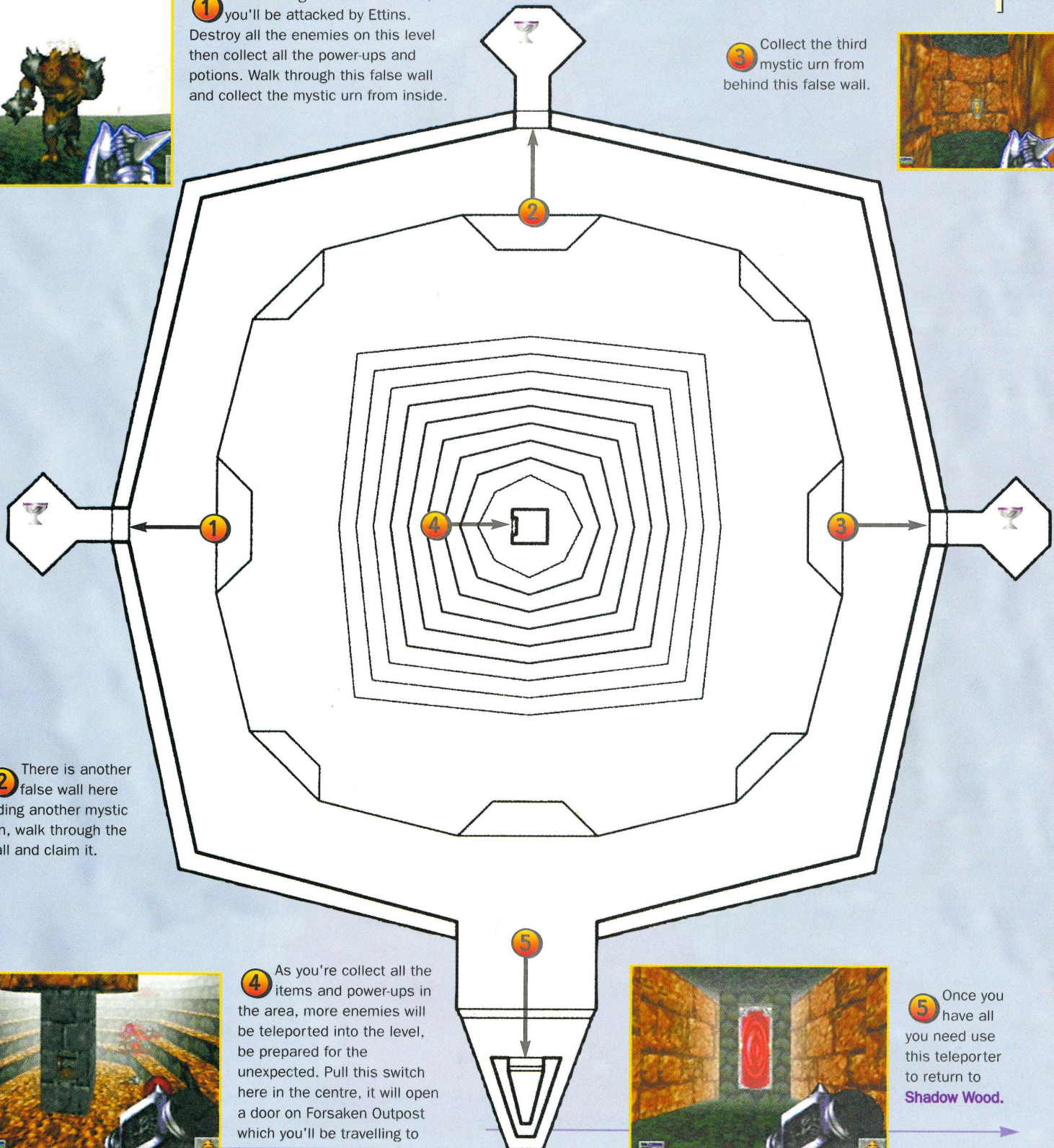
LEVEL  
**11**

## SACRED GROVE

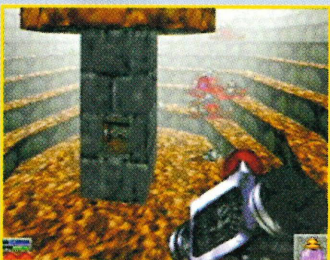


**1** On reaching the Sacred Grove, you'll be attacked by Ettins. Destroy all the enemies on this level then collect all the power-ups and potions. Walk through this false wall and collect the mystic urn from inside.

**3** Collect the third mystic urn from behind this false wall.



**2** There is another false wall here hiding another mystic urn, walk through the wall and claim it.



**4** As you've collected all the items and power-ups in the area, more enemies will be teleported into the level, be prepared for the unexpected. Pull this switch here in the centre, it will open a door on Forsaken Outpost which you'll be travelling to later on in the game.



**5** Once you have all you need use this teleporter to return to Shadow Wood.



## level twelve

LEVEL  
**12**

### HYPNOSTYLE

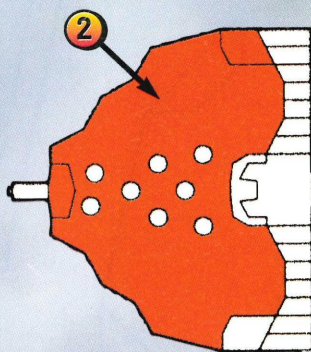


**1** At the start of this level, kill all enemies in the main chamber. This will open one of these two doors allowing you access to the chamber beyond.



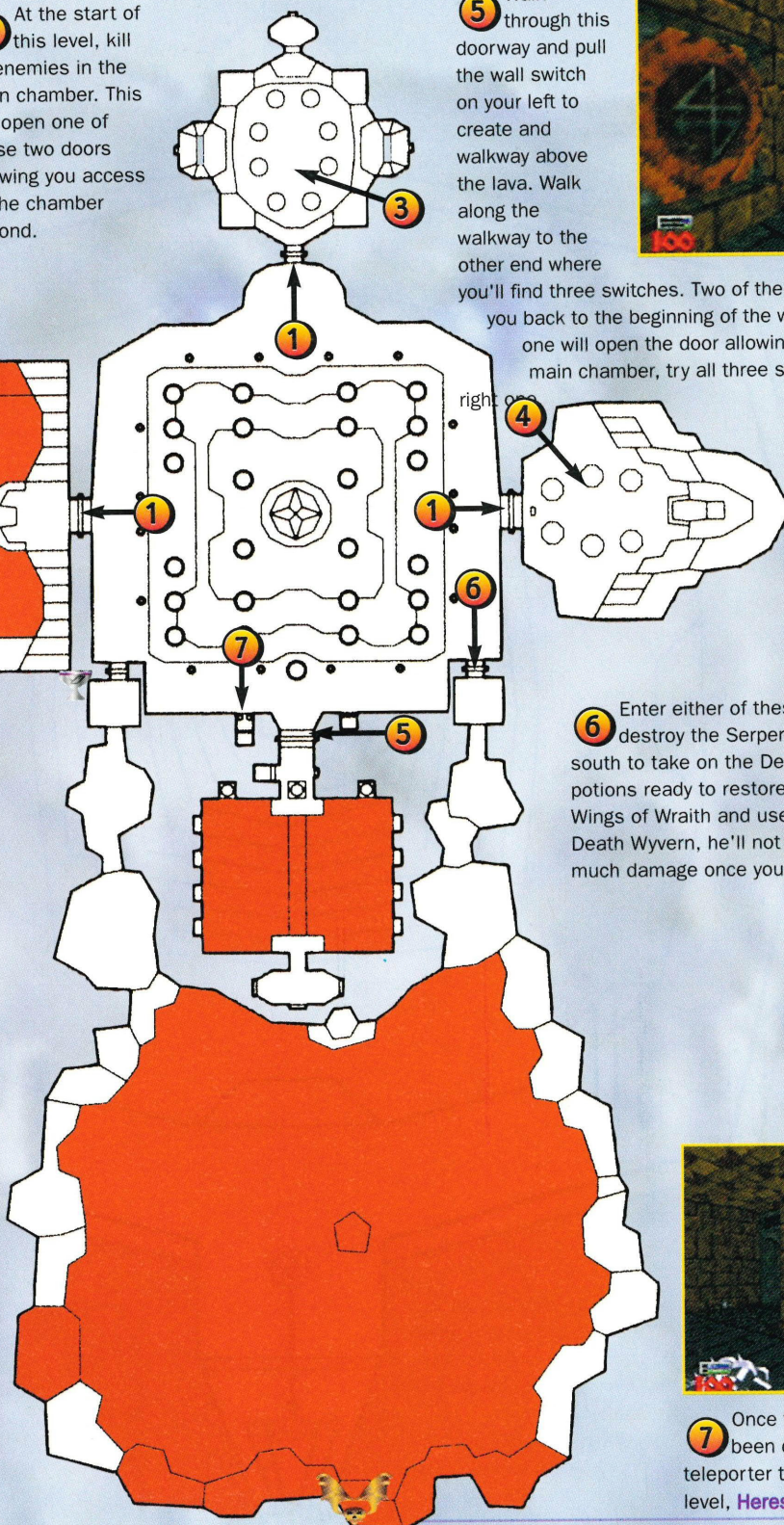
**5** Walk through this doorway and pull the wall switch on your left to create and walkway above the lava. Walk along the walkway to the other end where you'll find three switches. Two of the switches will teleport you back to the beginning of the walkway while the other one will open the door allowing you to return to the main chamber, try all three switches until you find the

**2** In this chamber, destroy all the Afrits then use the moving pillars to travel across the pool of lava to reach the opposite platform. Pull the wall switch then return back to the main chamber.

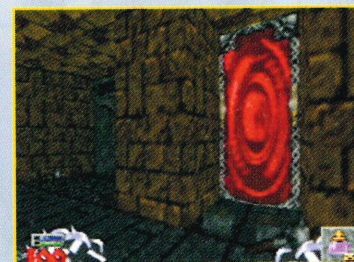


**3** Destroy all enemies as soon as you enter this chamber and dodge the moving pillars to avoid injury. Once the chamber has been cleared pull both the switches on the east and west walls, this will release more enemies and expose the switch to the north. Once you've pulled the switch on the north wall, make your exit back to the main chamber.

**4** On entering this chamber you'll be attacked by more Ettins. Once you've taken care of them, continue into the chamber and destroy the Serpents. Jump up and pull the switch on the far wall before making your exit. Use the switch in front of the door to open it.



**6** Enter either of these two doorways and destroy the Serpents before continuing south to take on the Death Wyvern, get some potions ready to restore your health. Collect the Wings of Wraith and use them to fly after the Death Wyvern, he'll not be able to cause too much damage once you're airborne.

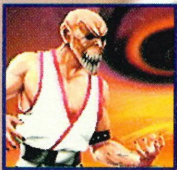


**7** Once the Death Wyvern has been destroyed, use this teleporter to take you to the next level, **Heresiarch's Seminary**.



# MORTAL KOMBAT TRILOGY

**M**ortal Kombat Trilogy has twenty six fighters to choose from as well as two hidden ones, each with their own attributes, special moves, finishing moves and combos for you to master. That's why we've decided to give you this unfair advantage.



bakara

**Statistics**  
Speed: 3/5 Strength: 4/5 Moves: 4/5  
Combo: 3/5 Overall: 4/5

## special moves

Spark..... ↓, ↓  
Spin..... →, ↓, →, block  
Shredder..... ←, ←, ←, LP  
Blade Swipe..... ← + HP

## finishing moves

Fatality 1..... ←, ←, ←, ←, HP  
Fatality 2..... ←, →, ↓, →, LP  
Animality..... hold HP, →, ←, ↓, →, LP  
Friendship..... ↓, ↓, →, →, HK  
Babality..... →, →, →, HK  
Pit Fatality..... LK, run, run, run, run  
Brutality..... HP, HP, HP, LP, LP, block, HK, HK, LK, LK, block

## combos

HK, HK, LK, ← + HK  
HK, HK, HP, ← + HP, → + HP  
HP, HP, ← + HP, → + HP



cyrax

**Statistics**  
Speed: 3/5 Strength: 3/5 Moves: 4/5  
Combo: 4/5 Overall: 3/5

## special moves

Grenade (close range)..... hold LK, →, →, HK, release LK  
Grenade (long range)..... hold LK, →, →, HK, release LK  
Energy Net..... ←, ←, LK  
Teleport..... →, ↓, block  
Air Throw..... ↓, →, block + LP

## combos

HK, HK, ←, HK  
HP, HP, LP  
HP, HP, HK, HP, HK, ←, HK

## finishing moves

Fatality 1..... ↓, ↓, ↑, ↓, HP  
Fatality 2 (close)..... ↓, ↓, →, ↑, run  
Animality (close)..... ↑, ↑, ↓, ↓  
Friendship..... run, run, run, ↑  
Babality..... →, →, ←, HP  
Pit Fatality..... run, block, run  
Brutality..... HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP

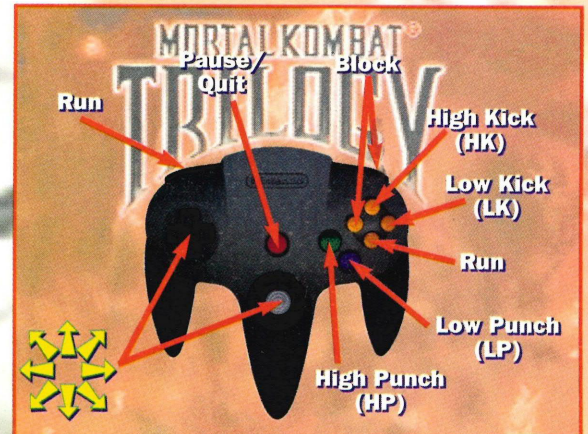
## hidden characters

### shao khan

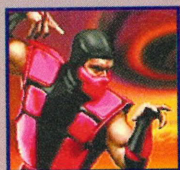
Hammer..... →, ←, →, HP  
Fireball..... →, ↓, →, LK  
Charge..... →, →, LP  
Upwards Shoulder..... ↓, ↓, →, HK  
Taunt..... Hold block, ↑, ↑, run, release block  
Laugh..... ↓, ↓, run  
Fatality..... →, →, ←, HP

### motaro

Grab & Smack..... →, →, →, HP  
Fireball..... Hold LK then release  
Teleport..... ↓, ←, HK  
Sweep..... ← + LK  
Fatality..... →, →, →, HK







## ermac

**Statistics**  
Speed: 4/5

Strength: 3/5  
Combo: 4/5

Moves: 3/5  
Overall: 4/5

### special moves

Fireball ..... ↓, ←, LP  
Teleport Punch ..... ↓, ←, HP  
Telekinetic Slam ... ←, ↓, ↓, HK

### finishing moves

Fatality 1 (close)...run, block, run, run, HK  
Fatality 2 ..... ↓, ↑, ↓, ↓, ↓, block  
Animality ..... ↓, ↓, ←, ←, LK  
Friendship ..... ↓, ↓, ↓, HP  
Babality ..... ↓, ↓, ←, ←, HP  
Pit Fatality ..... run, run, run, run, LK  
Brutality ..... HP, HP, LP, block, HK, LK, block, HP, LP, LK, HK

### combos

HP, HP, ← + LP, HK, LK  
HK, HK, LK, ← + HK  
HP, HP, ← + LP, ↓, ↓ + LP  
HK, LP  
LK, LP



## jade

**Statistics**  
Speed: 5/5

Strength: 3/5  
Combo: 4/5

Moves: 3/5  
Overall: 4/5

### special moves

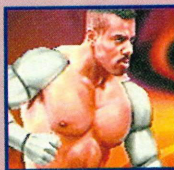
High Boomerang ..... ←, ↓, HP  
Boomerang ..... ←, ↓, LP  
Low Boomerang ..... ←, ↓, LK  
Returning Boomerang ... ←, ←, ↓, LP  
Projectile Invincibility ... ←, ↓, HK  
Glow Kick ..... ↓, ↓, LK

### finishing moves

Fatality 1 (close) ..... ↑, ↑, ↓, ↓, HP  
Fatality 2 (close) ..... run, run, run, block, run  
Animality (close) ..... ↓, ↓, ↓, ↓, LK  
Friendship ..... ↓, ↓, ←, ←, HK  
Babality ..... ↓, ↓, ↓, ↓, HK  
Pit Fatality ..... ←, ↓, ↓ + run  
Brutality ..... HP, LK, HP, LP, HK, HK, LK, block, block, HP, HK

### combos

HP, HP, ↓ + LP, ↓ + HP  
HK, HK, LK, ← + HK  
HP, HP, ↓ + LP, LK, HK, LK, ← + HK



## jax

**Statistics**  
Speed: 2/5

Strength: 4/5  
Combo: 4/5

Moves: 4/5  
Overall: 4/5

### special moves

Missile ..... ←, ↓, HP  
Double Missile ..... ↓, ↓, ←, ←, HP  
Gotcha Grab ..... ↓, ↓, LP  
Back Breaker (in the air) ...block  
Quad Slam ..... tap HP after starting a throw  
Ground Pouch ..... hold LK  
Dashing Punch ..... ↓, ↓, HK

### finishing moves

Fatality 1 (close) ..... hold block, ↑, ↓, ↓, ↑, release block  
Fatality 2 (far) ..... run, block, run, run, LK  
Animality (close) ..... hold LP, ↓, ↓, ↓, ↓, release LP  
Friendship ..... LK, run, run, LK  
Babality ..... ↓, ↓, ↓, LK  
Pit Fatality ..... ↓, ↓, ↓, LP  
Brutality ..... HP, HP, HP, block, LP, HP, HP, block, LP, HP

### combos

HK, HK, ← + HK  
HP, HP, block, LP ← + HP  
HK, HK, ↓ + HP, HP, block, LP ← + HP



## johnny cage

**Statistics**  
Speed: 4/5

Strength: 3/5  
Combo: 4/5

Moves: 4/5  
Overall: 4/5

### special moves

High Fireball ..... ↓, ↓, ←, HP  
Low Fireball ..... ←, ↓, ↓, LP  
Green Shadow Kick ..... ←, ↓, LK  
Red Shadow Kick ..... ←, ←, ↓, HK  
Shadow Uppercut ..... ←, ↓, ←, HP

### finishing moves

Fatality 1 (close) ..... ↓, ↓, ↓, ↓, LP  
Fatality 2 (close) ..... ↓, ↓, ↓, ↓, LK  
Animality (close) ..... ↓, ↓, ↓, HK  
Friendship ..... ↓, ↓, ↓, ↓, LK  
Babality ..... ↓, ←, ←, HP  
Pit Fatality ..... ↓, ←, ↓, ↓, block  
Brutality ..... HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP

### combos

LK, LK, HK, LK, LK  
HP, HP, LP, ↓ + LP





## kabal

### Statistics

Speed: 4/5

Strength: 3/5

Combo: 4/5

Moves: 3/5

Overall: 4/5

### special moves

Spin ..... ↵, ↵, LK

Fireball ..... ↵, ↵, HP

Ground Saw ..... ↵, ↵, ↵, run

### combos

LK, LK, HP, HP, ↵ + HP

LK, LK, HP, HP ↵ + LP, ↵ + HP

LK, LK, HP, HP, HK, ↵ + HK

LK, LK, HK, ↵ + HK

### finishing moves

Fatality 1 ..... ↵, ↵, ↵, ↵, block

Fatality 2 (close) ..run, block, block, block, HK

Animality (close) ..hold HP, ↵, ↵, ↵, ↵, release HP

Friendship .....run, LK, run, run, ↵

Babality .....run, run, LK

Pit Fatality .....block, block, HK

Brutality .....HP, block, LK, LK, LK, HK, LP, LP, LP, HP, LP



## kitana

### Statistics

Speed: 5/5

Strength: 2/5

Combo: 3/5

Moves: 2/5

Overall: 3/5

### special moves

Fan Lift ..... ↵, ↵, ↵, HP

Fan Throw ..... ↵, ↵, HP + LP

Square Wave Punch . ↵, ↵, HP

### finishing moves

Fatality 1 (close) .....run, run, block, block, LK

Fatality 2 (close) ..... ↵, ↵, ↵, ↵, HK

Animality ..... ↵, ↵, ↵, ↵, run

Friendship ..... ↵, ↵, ↵, ↵, LP

Babality ..... ↵, ↵, ↵, ↵, HK

Pit Fatality ..... ↵, ↵, ↵, LK

Brutality .....HP, HP, block, HK, block, LK, block, LP, block, HP, block

### combos

HP, HP, ↵ + LP, ↵ + HP

HK, HK, LK, ↵ + HK



## kano

### Statistics

Speed: 2/5

Strength: 3/5

Combo: 3/5

Moves: 4/5

Overall: 3/5

### special moves

Psycho Roll ..... ↵, ↵, ↵, LK

Knife Throw ..... ↵, ↵, HP

Knife Uppercut ..... ↵, ↵, HP

Cannon Ball .....hold LK for 3 seconds then release

Diagonal Cannon Ball . ↵, ↵, ↵, HK

Grab & Shake ..... ↵, ↵, LP

Throw (in air).....block

### finishing moves

Fatality 1 (close).....hold LP, ↵, ↵, ↵, ↵, release LP

Fatality 2 .....LP, block, block, HP

Animality (close).....hold HP, block, block, release HP

Friendship.....LK, RUN, RUN, HK

Babality ..... ↵, ↵, ↵, ↵, LK

Pit Fatality..... ↵, ↵, ↵, LK

Brutality.....HP, LP, block, HP, block, HK, LK, block, HK, LK

### combos

HK, HK, LK, ↵ + HK

HP, HP, ↵ + LP

HP, HP, ↵, + LP, ↵ + HP

HP, HP, HK, LK, ↵ + HK



## kung lao

### Statistics

Speed: 3/5

Strength: 3/5

Combo: 4/5

Moves: 3/5

Overall: 3/5

### special moves

Double Teleport ..... ↵, ↵, ↵

Hat Throw ..... ↵, ↵, LP

Teleport..... ↵, ↵

Flying Kick ..... ↵ + HK

Spin ..... ↵, ↵, ↵ tap run

### finishing moves

Fatality 1 .....run, block, run, block, ↵

Fatality 2 ..... ↵, ↵, ↵, ↵, HP

Animality (close).....run, run, run, run, block

Friendship .....run, LP, run, LK

Babality ..... ↵, ↵, ↵, ↵, HP

Pit Fatality ..... ↵, ↵, ↵, ↵, LK

Brutality.....HP, LP, LK, HK, block, HP, LP, LK, HK, block, HP

### combos

LK, LK, ↵ + HK

HP, LP, HP, LP, LK, LK, ↵ + HK





## liu kang

**Statistics**  
Speed: 4/5

Strength: 3/5  
Combo: 4/5

Moves: 4/5  
Overall: 4/5

### special moves

Red Bicycle Kick.....hold LK, , release LK  
High Fireball..... , HP  
Low Fireball..... , LP  
Flying Kick..... , HK  
Bicycle Kick.....hold LK then release

### finishing moves

Fatality 1..... , LK  
Fatality 2..... , block + run  
Animality.....   
Friendship.....run, run, run, + run  
Babality..... , HK  
Pit Fatality.....run, block, block, LK  
Brutality.....HP, LP, HP, block, LK, HK, HK, LK, HK, LP, HP

### combos

LK, LK, HK, LK  
HP, HP, block, LK, LK, HK, LK  
HP, HP, + LP



## mileena

**Statistics**  
Speed: 4/5

Strength: 2/5  
Combo: 3/5

Moves: 2/5  
Overall: 2/5

### special moves

Sai Throw.....hold HP  
Warp Kick..... , LK  
Roll..... , HK

### finishing moves

Fatality 1 (far)..... , LK  
Fatality 2 (close)..... , LP  
Animality (close)..... , HK  
Friendship..... , HP  
Babality..... , HP  
Pit Fatality..... , LP  
Brutality.....HP, LP, LP, HP, block, HK, LK, LK, HK, block, HP

### combos

HP, HP, + HP, + LP  
HK, HK, LK, + HK  
HP, HP, HK, HK, + LK, + HK



## nightwolf

**Statistics**  
Speed: 3/5

Strength: 4/5  
Combo: 4/5

Moves: 4/5  
Overall: 4/5

### special moves

Red Shadow Shoulder..... , HK  
Arrow..... , LP  
Hatchet Uppercut..... , HP  
Shadow Shoulder..... , LK  
Glow..... , LK

### finishing moves

Fatality 1 (close)..... , block  
Fatality 2 (far)..... , HP  
Animality (close).....   
Friendship.....run, run, run,   
Babality..... , LP  
Pit Fatality.....run, run, block  
Brutality.....HP, HP, HK, HK, block, block, LP, HP, HK

### combos

HK, HK, + HK  
HK, HP, HP, LP, HK



## noob saibot

**Statistics**  
Speed: 4/5

Strength: 3/5  
Combo: 3/5

Moves: 3/5  
Overall: 3/5

### special moves

Fireball..... , LP  
Shadow Toss..... , HP  
Teleport Slam.....

### finishing moves

Fatality 1..... , HK  
Fatality 2 (close)..... , run  
Animality (close)..... , HK  
Friendship..... , LP  
Babality..... , LP  
Pit Fatality..... , block  
Brutality.....HP, LK, LP, block, LK, HK, HP, LP, block, LK, HK

### combos

HP, HP, LP, HK  
LK, LK, LK, LK





## rain

**Statistics**  
Speed: 4/5

Strength: 3/5  
Combo: 3/5

Moves: 3/5  
Overall: 4/5

### special moves

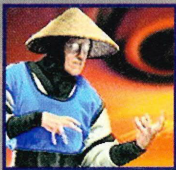
Fireball..... ↓, →, LP  
Lightning Lift..... ↙, ↘, HP  
Super Roundhouse. ↙ + HK

### combos

HP, HP, LP, HP  
HK, HK, LP, HP  
HK, HK, LK, HK, ↙ + HK

### finishing moves

Fatality 1 (close)..... ↘, →, ↓ + HP  
Fatality 2..... ↓, ↓, ↙, ↘, HK  
Animality..... block, block, run, run, block  
Friendship..... ↓, →, →, →, LP  
Babality..... →, ↙, ↘, HP  
Pit Fatality..... →, ↓, ↙, LP  
Brutality..... HP, HP, block, LK, HK, block, LK, HK, block, HP, LP



## rayden

**Statistics**  
Speed: 3/5

Strength: 3/5  
Combo: 4/5

Moves: 3/5  
Overall: 4/5

### special moves

Lightning..... ↓, →, LP  
Reverse Lightning..... ↓, ↙, LP  
Superman..... ↙, ↘, →  
Teleport..... ↓, ↑  
Shocker (close)..... hold HP for 3 seconds then release

### finishing moves

Fatality 1 (close)..... hold HP for 8 seconds then release  
Fatality 2 (close)..... hold HP for 3 seconds then release and press  
block + LK rapidly  
Animality..... ↓, →, ↓, HK  
Friendship..... ↓, ↙, →, HK  
Babality..... ↓, ↓, ↑, HK  
Pit Fatality..... ↓, ↓, ↓, HP  
Brutality..... HP, HP, LK, LK, LK, HK, L, LP, LP, block, block

### combos

HP, HP, LP, HP  
HK, HK, LK, ↙ + HK  
HP, HP, LP, → + HP



## reptile

**Statistics**  
Speed: 4/5

Strength: 3/5  
Combo: 3/5

Moves: 4/5  
Overall: 3/5

### special moves

Acid Spit..... →, →, HP  
Forceball (slow)..... ↙, ↘, HP + LP  
Forceball (fast)..... →, →, HP + LP  
Slide..... ↙ + LP + block + LK  
Invisibility..... ↑, ↓, HK  
Run past & elbow. ↙, →, LK

### combos

HK, HK, ↙ + HK  
HP, HP, ↓ + LP

### finishing moves

Fatality 1 (jump)..... ↙, →, ↓, block  
Fatality 2..... →, →, ↑, ↑, HK  
Animality (close)..... ↓, ↓, ↓, ↑, HK  
Friendship (close)..... ↓, →, →, ↙, HK  
Babality..... →, →, ↙, ↓, LK  
Pit Fatality..... block, run, block, block  
Brutality..... HP, block, HK, HK, block, HP, LP, LK, LK, block, LP, HP



## scorpion

**Statistics**  
Speed: 4/5

Strength: 3/5  
Combo: 4/5

Moves: 3/5  
Overall: 4/5

### special moves

Spear..... ↙, ↘, LP  
Teleport Punch..... ↓, ↙, HP  
Throw (in the air)..... block

### finishing moves

Fatality 1..... ↓, ↓, ↑, HK  
Fatality 2..... →, →, →, ↙, LP  
Fatality 3 (close)..... →, →, ↓, ↑, run  
Animality (close)..... →, ↑, ↑, HK  
Friendship (close)..... ↙, →, →, ↙, LK  
Babality..... ↓, ↙, ↘, →, HP  
Pit Fatality..... →, ↑, ↑, LP  
Brutality..... HP, HP, block, HK, HK, LK, HK, HP, HP, LP, HP

### combos

HP, HP, ↑ + LP  
HK, HK, LK, LK  
HP, HP, HK, ↙ + HK





## sektor

### Statistics

Speed: 4/5

Strength: 2/5

Combo: 2/5

Moves: 2/5

Overall: 3/5

### special moves

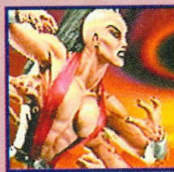
- Missile ..... ➡, ➡, LP  
Double Missile ..... ➡, ➡, ➡, LP  
Teleport Uppercut ..... ➡, ➡, LK  
Heat Sinker ..... ➡, ↓, ➡, HP

### finishing moves

- Fatality 1 ..... LP, run, run, block  
Fatality 2 (mid-range) ..... ➡, ➡, ➡, ➡, block  
Animality (close) ..... ➡, ➡, ↓, ↑  
Friendship (mid-Range) ..... run, run, run, run, ↓  
Babality ..... ➡, ↓, ↓, ↓, HK  
Pit Fatality ..... run, run, run, ↓  
Brutality ..... HP, HP, block, block, HK, HK, LK, LK, LP, LP, HP

### combos

- HP, HP, HK, HK, ➡ + HK  
HK, HK, ➡ + HK  
HP, HP, ↓, ➡ + HP



## sheeva

### Statistics

Speed: 2/5

Strength: 4/5

Combo: 3/5

Moves: 3/5

Overall: 3/5

### special moves

- Teleport Stomp ..... ↓, ↑  
Stomp ..... ➡, ↓, ➡, HK  
Fireball ..... ↓, ➡, HP

### finishing moves

- Fatality 1 (close) ..... ➡, ↓, ↓, ➡, LP  
Fatality 2 (close) ..... hold HK, ➡, ➡, ➡, release HK  
Animality (close) ..... run, block, block, block, block  
Friendship ..... ➡, ➡, ➡, ↓, ➡ (pause) HP  
Babality ..... ↓, ↓, ↓, ➡, HK  
Pit Fatality ..... ↓, ➡, ↓, ➡, LP  
Brutality ..... HP, LP, block, LK, HK, block, HK, LK, block, LP, HP

### combos

- HP, HP, LP, HK, HK, LK, ➡ + HK  
HP, HP, LP, ➡ + HP  
HK, HK, LK, ➡ + HK



## shang tsung

### Statistics

Speed: 3/5

Strength: 3/5

Combo: 2/5

Moves: 2/5

Overall: 3/5

### special moves

- 1 Fireball ..... ➡, ➡, HP  
2 Fireballs ..... ➡, ➡, ➡, HP  
3 Fireballs ..... ➡, ➡, ➡, ➡, HP  
Volcanic Eruption ..... ➡, ➡, ➡, LK

### finishing moves

- Fatality 1 (close) ..... hold LP, ↓, ➡, ➡, ↓, release LP  
Fatality 2 (close) ..... hold LP, run, block, run, block, release LP  
Animality ..... hold HP, run, run, run, release HP  
Friendship ..... LK, run, run, ↓  
Babality ..... run, run, run, LK  
Pit Fatality ..... ↑, ↑, ↓, LP  
Brutality ..... HP, block, block, block, LK, HP, LP, LP, block, HK, LK

### combos

- HK, HP, HP, LP, ➡ + HK  
HK, HK, ➡ + HK



## sindel

### Statistics

Speed: 3/5

Strength: 2/5

Combo: 3/5

Moves: 4/5

Overall: 3/5

### special moves

- Fireball ..... ➡, ➡, LP  
Double Fireball ..... ➡, ➡, ➡, LP  
Air Fireball ..... ↓, ➡, LK  
Fly ..... ➡, ➡, ➡, HK (press block to land)  
Scream ..... ➡, ➡, ➡, HP

### finishing moves

- Fatality 1 ..... run, run, block, run, block  
Fatality 2 (close) ..... run, block, block, run + block  
Animality ..... ➡, ↑, ↑, HP  
Friendship ..... run, run, run, run, run, ↑  
Babality ..... run, run, run, ↑  
Pit Fatality ..... ↓, ↓, ↓, LP  
Brutality ..... HP, block, LK, block, LK, HK, block, HK, LK, block, LP

### combos

- HK, HP, HP, ↓ + HP  
HK, HP, HP, LP, HK





## smoke

**Statistics** Strength: **3/5** Moves: **3/5**  
Speed: **4/5** Combo: **3/5** Overall: **3/5**

### special moves

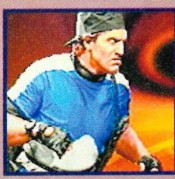
Spear..... ↵, ↵, LP  
Teleport Uppercut... ↵, ↵, LK  
Invisibility..... ↵, ↵, run  
Throw (in the air)... block

### finishing moves

Fatality 1..... ↵, ↵, ↵, ↵  
Fatality 2..... hold run + block, ↵, ↵, ↵, ↵, ↵, release run + block  
Animality..... ↵, ↵, ↵, block  
Friendship..... run, run, run, HK  
Babality..... ↵, ↵, ↵, ↵, HK  
Pit Fatality..... ↵, ↵, ↵, LK  
Brutality..... HP, LK, LK, HK, block, block, LP, LP, HP, HP, block, block

### combos

HP, HP, LK, HK, ↵ + LP  
HP, HP, ↵ + LP



## stryker

**Statistics** Strength: **3/5** Moves: **4/5**  
Speed: **3/5** Combo: **3/5** Overall: **3/5**

### special moves

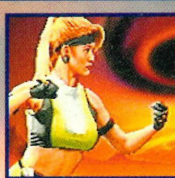
Gun..... ↵, ↵, HP  
Grenade (high)..... ↵, ↵, HP  
Grenade (low)..... ↵, ↵, LP  
Double Grenade (high)..... ↵, ↵, ↵, HP  
Double Grenade (low)..... ↵, ↵, ↵, HP  
Baton Trip..... ↵, ↵, LP  
Baton Toss..... ↵, ↵, HK

### combos

HK, HP, HP, ↵ + LP  
LK, LK, ↵ + HK  
LK, LK, ↵ + LP

### finishing moves

Fatality 1 (close)..... ↵, ↵, ↵, ↵, block  
Fatality 2..... ↵, ↵, ↵, LK  
Animality..... run, run, run, block  
Friendship..... LP, run, run, LP  
Babality..... ↵, ↵, ↵, ↵, HP  
Pit Fatality..... ↵, ↵, ↵, HK  
Brutality..... HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK



## sonya

**Statistics** Strength: **2/5** Moves: **3/5**  
Speed: **4/5** Combo: **3/5** Overall: **3/5**

### special moves

Energy Rings..... ↵, ↵, LP  
Leg Grab..... ↵ + LP + block  
Square Wave Punch... ↵, ↵, HP  
Bicycle Kick..... ↵, ↵, ↵, HK

### finishing moves

Fatality 1 (far)..... hold block + run, ↵, ↵, ↵, ↵, release block + run  
Fatality 2..... ↵, ↵, ↵, ↵, run  
Animality (close)..... hold LP, ↵, ↵, ↵, ↵, release LP  
Friendship..... ↵, ↵, ↵, ↵, run  
Babality..... ↵, ↵, ↵, LK  
Pit Fatality..... ↵, ↵, ↵, HP  
Brutality..... HP, LK, block, HP, LK, block, HP, LP, block, HK, LK

### combos

HP, HP, ↵ + LP  
HP, HP, LP, ↵ + LP  
HK, HK, ↵ + HK  
HK, HK, HP, HP, LP, ↵ + HP



## sub-zero

**Statistics** Strength: **4/5** Moves: **5/5**  
Speed: **4/5** Combo: **4/5** Overall: **5/5**

### special moves

Freeze..... ↵, ↵, LP  
Freeze Ground..... ↵, ↵, LK  
Slide..... ↵ + LP + block + LK  
Ice Shower..... ↵, ↵, HP  
Ice Shower (in front)..... ↵, ↵, ↵, HP  
Ice Shower (behind)..... ↵, ↵, ↵, HP  
Ice Statue..... ↵, ↵, LP

### combos

↵ + LK, ↵ + HK, ↵ + HK  
HP, HP, ↵ + LK, ↵ + HK, ↵ + HK  
HP, HP, ↵ + LP, ↵ + HP

### finishing moves

Fatality 1 (close)..... ↵, ↵, ↵, ↵, HP  
Fatality 2 (close)..... ↵, ↵, ↵, ↵, HP  
Animality (close)..... ↵, ↵, ↵, ↵, LP  
Friendship..... ↵, ↵, ↵, ↵, LK  
Babality..... ↵, ↵, ↵, HK  
Pit Fatality..... ↵, ↵, ↵, ↵, HP  
Brutality..... HP, LK, HK, LP, HP, HK, HK, HP, HP, LP



# Hidden Extras

A 2 Z GO...

## THE DEFINITIVE A-Z OF HIDDEN EXTRAS FOR THE N64

If you're finding things are getting a little tough, don't get stressed - just cheat. Here's an updated look at what's floating around the atmosphere of the planet Deception.

### Blast Corps Ghost Car

After completing a mission, undertake the same race again but with a different vehicle. Now, when you start you'll be racing a ghost car. The ghost car will be the vehicle that you just used and will do everything you did in the last race.

### Dark Rift Play as Sonork



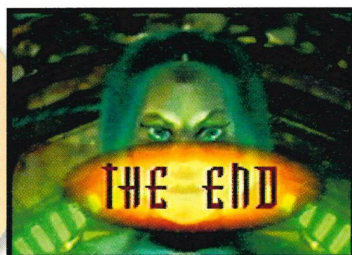
Perform this button sequence at the Title screen, the screen with the flashing "press start" - Left shoulder, Right shoulder, Top C, Bottom C, Left C, Right C. Sonork will now be available at the Character Selection screen.

### Play as Demitron and Sonork

Perform this button sequence at the Title screen, the screen with the flashing "press start" - A, B, Right

shoulder, Left shoulder, Bottom C, Top C. Both Demitron and Sonork will now be available at the Character Selection screen.

### Access each Character's Ending



All codes must be entered on the Title screen, the screen with the flashing "press start".

**Aaron** - Up, Left C, Right shoulder, Right, Down, Right shoulder, Right shoulder, Left C.

**Demonica** - Up, Left C, Right shoulder, Right, Down, Right shoulder, Right shoulder, Top C.

**Demitron** - Up, Left C, Right shoulder, Right, Down, Left shoulder, Left shoulder, Bottom C.

**Eve** - Up, Left C, Right shoulder, Right, Down, Right shoulder, Right shoulder, Right C.

**Gore** - Up, Left C, Right shoulder, Right, Down, Right shoulder, Right shoulder, Bottom C

**Morphix** - Up, Left C, Right shoulder,

Right, Down, Right shoulder, Right shoulder, B

**Nicki** - Up, Left C, Right shoulder, Right, Down, Right shoulder, Right shoulder, A

**Scarlet** - Up, Left C, Right shoulder, Right, Down, Left shoulder, Left shoulder, Left C

**Sonork** - Up, Left C, Right shoulder, Right, Down, Left shoulder, Left shoulder, Top C

**Zenmuron** - Up, Left C, Right shoulder, Right, Down, Left shoulder, Left shoulder, Right C

### FIFA 64 Goal Antics



After scoring a goal, while the player is doing his victory run and during the instant replay, press any of the C buttons to access sound effects. Top C is horns, Left C is the crowd yelling, Bottom C is a drum, and Right C is a man yelling "Goal!".

### Easy Win

If you are losing a game wait until the last minute then press Start to

pause the game. Now go to the controller settings and switch to the other team. When you return to the match you'll be winning and the CPU losing.

### Edit Your Players

At the EA Sports logo, press: A, B, A, B, B, B, A and then Z. If done correctly you'll now be able to change the colours of FIFA and edit the players.

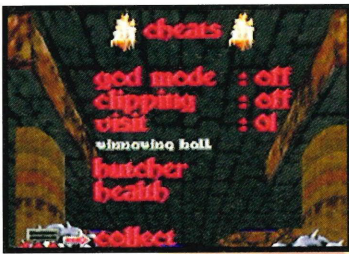
### Hexen Enter Cheat menu



Start a game. While playing pause the game to view the Pause menu, press Top C, Bottom C, Left C, Right C. You will see the word "Cheat" appear at the bottom of the menu. Accessing this will enter you into a Cheat menu.

Activating first page options of Cheat menu (these must be inputted quickly!)

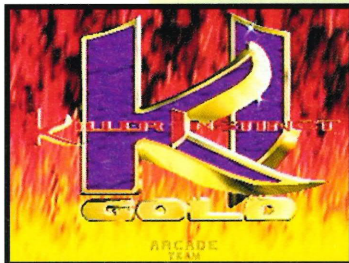




God Mode (invincibility) - Left C, Right C, Bottom C.  
Clipping (you can walk through walls) - Top C (20 times), Bottom C.  
Visit (level select) - Left C, Left C, Right C, Right C, Bottom C, Top C, Left C.  
Butcher (kills all enemies currently on-screen) - Bottom C, Top C, Left C, Left C.  
Health (gives you full health) - Left C, Top C, Bottom C, Bottom C.

Activating second page options of the Cheat menu (these must be inputted quickly)  
All Keys - Bottom C, Top C, Left C, Right C.  
All Artifacts - Top C, Right C, Bottom C, Top C.  
All Weapons - Right C, Top C, Bottom C, Bottom C.  
Puzzle Items - Top C, Left C (three times), Right C, Bottom C (two times).

## Killer Instinct Gold



## Play as Gargos

On the Character Profile screen (demo), press Z, A, Right shoulder button, Z, A and B, you'll hear



Gargos laugh if done correctly. Gargos will now be selectable from the Character Select screen.

## Secret Colours

On the Character Profile screen,

press Z, B, A, Z, A and the Left shoulder button. You'll now be able to select the secret colours, white, gold and shadow from the Character Select screen by pressing Up and Down on the joystick.

## View Credits

On the Character Profile screen, press Z, Left, A, Z, A and the Right shoulder button. This will allow you to view the credits without beating Gargos.

## Random Character Select

On the Character Select screen, press Up and Start at the same time. Your fighter will now be selected at random.

## All Options

On the Character Profile screen, press Z, B, A, Left shoulder button, A and Z, if done correctly you'll hear a voice say "Perfect". Now when you access the Options screen, you'll be able to scroll down to level 5.

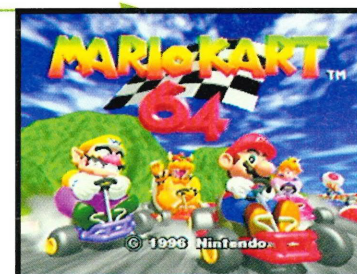
## Sky Stage (Two-Player Mode Only)

On the Character Select screen, both players must select their fighters but pressing Down and the bottom C button (medium kick) at the same time, this'll enable you to access the arena in the sky.

## King of Pro Baseball Sudden Ending

After Imaginer's Genki logo, another logo appears with Japanese text. Now press Left, Right and A to see the ending of the game.

## Mario Kart 64



## Slipstream

When driving, if you can get directly behind a racer for a short time, you'll see air come off of both sides of your Kart (similar to when you jump off of a ramp). You'll get a short

outburst of speed, not much, but enough to pass whomever is in front of you.

## Turbo Start



To get a turbo start from the start line, you must press the accelerator between the second and third light change (red to blue).

## Turbo Jump

Get a turbo start, but press jump at the same time. Your Kart will now jump over all the other Karts and land at the front of the pack.

## Reverse Circuits

To access the reverse circuits you must win the Gold Cups for all 150cc classes. When you have completed this simple task reset the game, you'll now see a different Title screen and the Reverse Circuit option will be available on the Game Select screen.

## Control Banana Skid

To avoid wiping out when you hit any



banana skins, press brake for a second then return to the accelerator. This trick is rather useful in battle mode as you'll not lose a balloon.

## Get Back In The Race

When you're being put back on the track by Lakitu, wait for your Kart's tyres to touch the track before pressing accelerator, otherwise you'll spin out and lose valuable seconds.

## SHORTCUTS Wario Stadium

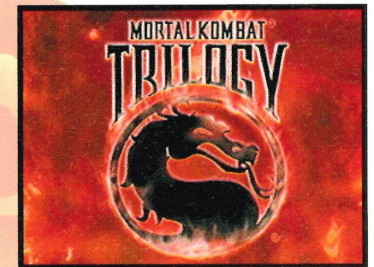
At the start line get a good boost

and go left on the hills, start jumping to get up and over the wall. Once over, try to jump back over just in front of the start line, this can be very difficult because Lakitu will probably pick you up and put you back on the track. With practice it's possible to achieve lap times of under 10 seconds.

## Rainbow Road

At the start line get a good boost. When the track falls down jump over the rail to the left and try to make it to the other section of track, it's relatively easy with a bit of practice.

## Mortal Kombat Trilogy



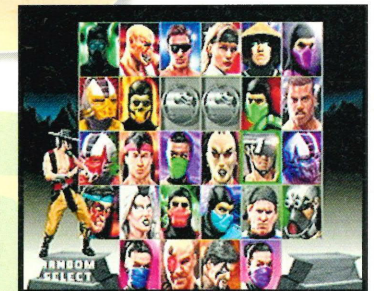
## COOL SOUNDS Crispy

During the Scorpion's Lair fatality, press and hold 'low punch' on both controllers to hear Shao Kahn say "Crispy".

## Gurgle

During the Deadpool fatality, press Down to hear a gurgle sound!

## Random Character Select



On the Character Select screen, highlight Noob Saibot then press Up and Start at the same time. The cursor will now select your fighter at random.

## Select Battle Arena

On the Character Select screen, highlight Sonya then press Up and Start at the same time, the screen will shake if done correctly. Once



you've selected your fighter, you'll be able to select an arena.

## Freeplay

On the Story Line screen, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the joystick or D-pad. If done correctly you'll hear a crunch sound confirming Freeplay.

## Play as Motaro

When fighting on Jade's Desert, The Wasteland or Kahn's Tower, press and hold Left on the joystick then press A and the top C button before the match starts. If done correctly, your fighter will explode and Motaro will appear. Fight on!

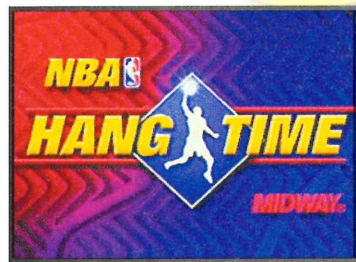
## Play as Shao Kahn

When fighting on The Rooftop or Pit 3, press and hold Down on the joystick then press A and B before the match starts. If done correctly, your fighter will explode and Shao Kahn will come to your rescue.

## Fight Against Khamleon

Whilst on the Star Bridge arena, keep performing good hits, mainly uppercuts. When the programmers head appears in the bottom right of the screen and says "Toasties" quickly press Down and then start. It'll now say 'player one get ready' then you will warp to the Living Forest and fight Khamleon.

## NBA Hang Time



## Hidden Players

To access the team of programmers from a certain Midway fighting game, enter your name as Mortal or Kombat and your PIN as 0004.

Here are some other hidden players that can be accessed but entering the corresponding name and PIN code.

Dan Amrich	Amrich - 2020
Dan Roan	Danr - 0000
Sal Divita	Divita - 0201
Larry Munday	Munday - 5432

John Root	Root - 6000
Sheridan Oursler	Sno - 0103
Mark Turmell	Turmell - 0322

## Access Number Codes

Enter these following codes on the Tonight's Matchup screen. Use the A button to change the first number, the bottom C button to change the second number and the right C button to change the third number.

025	Baby Mode
273	Stealth Turbo
390	No Pushing
048	No Music
461	Unlimited Turbo
937	Legal Goal Tending
709	Quick Hands
802	Max Power
284	Max Speed
552	Hyper Speed
120	Fast Passing

## Sequence Codes



Enter these following codes on the Tonight's Matchup screen. The code box will flash if done correctly.

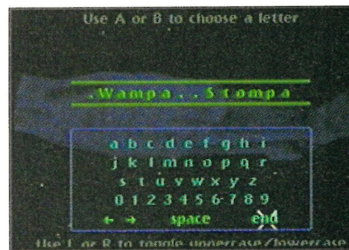
Up, Turbo + Pass .....Big Heads  
Up, Up, Pass, Turbo .....Huge Heads  
Rotate D-pad clockwise  
starting with Up.....Shot Percentage  
Left, Left, Pass, Turbo...No Tag Arrow  
Hold Right and press  
Pass, Pass.....No CPU Assistance  
Hold Right then  
press Shoot,  
Turbo, Pass....Red, White & Blue Ball  
Hold Left then press  
Turbo three times .....Rooftop Jam

## Rodman Quick Change

You can change Dennis Rodman's hair colour by pressing the Pass button when you select your team (and you have chosen Dennis Rodman).

## Shadows of the Empire Master Code

You must enter your name as



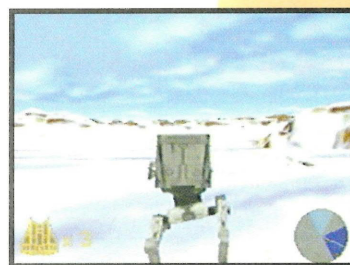
"\_Wampa\_\_Stompa" for all these codes to work, also be on Medium mode. Remember one space before Wampa and two before Stompa. Wampa and Stompa must be capitalised. Also, it's important to make sure your control is set to 'traditional' in the Option menu.

## Play as a Wampa



To play as a Wampa, press Left on the control pad and the Right C button simultaneously, then Up on the control pad, then the Right C button.

## Pilot an AT-ST



Press Left on the control pad and the Right C button simultaneously. Then Up on the control pad, then the Right C button. You can control the AT-ST with the control pad, Left and Right moves it left and right, and Up fires.

## Play as a Stormtrooper



To play as a Stormtrooper, press Right on the control pad and the Right C button simultaneously, then Up on the control pad, and then the Right C button.

## Weapon Power-up

Type in "\_Jabba" on the Jedi difficulty level and all of your weapons will be powered up. Make sure there is a space before the J, and that J is uppercase. One shot with the laser and a stormtrooper is dead.

## Super Mario 64 Mario meets Yoshi

After you have collected 120 Power Stars, the cannon outside the castle will be accessible. Using the cannon, fire Mario onto the castle roof then walk around and to talk to Yoshi, he'll increase Mario's lives to 100. There's also a Red Cap block containing the Wing Cap and three 1-Up Mushrooms for Mario to collect.

## Super Triple Jump

After collecting 120 Power Stars use the cannon outside the castle to visit Yoshi. Once he has given Mario 100 lives he'll be able to perform a super triple jump.

## Control Camera Ending

After defeating Bowser for the final time, you can control Lakitu's camera during the end sequence by moving the second controller's analogue stick.

## Flood Dry-Wet World

To flood Dry-Wet World (course 11) simply jump through the top half of the picture portal when entering the course. This little trick also works in reverse.

## More Lives

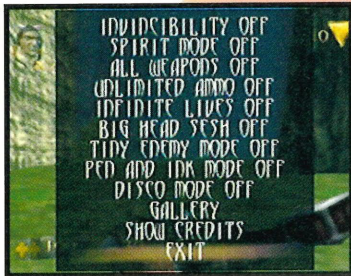
Using this trick can get you as many lives as you want. Outside the castle, go to the third tree from the waterfall and climb up to collect the extra life. Now go inside the castle then return to the tree where there will be another extra life to collect.

## Turok: Dinosaur Hunter Codes

Select Enter Cheat from the main menu and enter any of the following



codes then select the Cheat Menu to activate them.

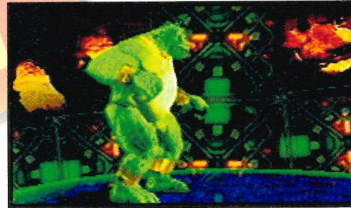


**DLKTDR** .....Pen and Ink Mode  
**SNFFRR** .....Disco Mode  
**FRTHSTHTTRLSCK** .....Infinite Lives  
**THBST** .....Gallery Mode  
 (only accessible from main menu)  
**FDTHMGS** .....Show Credits  
 (only accessible from main menu)  
**THSSLKSL** .....Spirit Mode  
**CMGTSMMGGTS** .....All Weapons  
**BLTSRRFRND** .....Unlimited Ammo  
**RBNSMTH** .....Robins Cheat:  
 Invincibility, All Weapons, Unlimited  
 Ammo, Big Heads and Credits  
**GRGCHN** .....Greg Mode:  
 All Weapons, Unlimited Ammo, Big  
 Heads and Credits  
**DNCHN** .....Dana Mode:  
 Small Enemies  
**NSTHMNDNT** .....Show Enemies  
 on Map  
**CLLTHNTMTN** .....Quack Mode  
**LLTHCLRSFTHRNB** .....Purly Colours  
**NTHGTHDGD CRTDTRK** .....Mega cheat  
 including level and boss warps

## War Gods Random Select

On the Character Select screen, press Up and Start. The CPU will now select your character at random.

## Play as Grox



On the Character Select screen, press: Down, Right, Left, Left, Up, Down, Right, Up, Left and Left. You'll hear "all too easy" if done correctly.

## Play as Exor

On the Character Select screen, press: Left, Down, Down, Right, Left, Up, Left, Up, Right and Down. You'll hear "all too easy" if done correctly.

## Freeplay

On the Title screen, press: left C, left C, Right, A, B, top C and right C. You'll now be able to Freeplay from the Options menu.

## Cheat Menu

Whilst on the Title screen, press: Right, Right, Right, B, B, A and A. If done correctly you'll hear a voice and the screen will flash.

## Wayne Gretzky's 3D Hockey Fighting



During a game, press Start to pause the game then go to the Options menu and highlight 'Fighting'. Now hold Left shoulder button and press the right C, left C, left C, right C, bottom C, up C, up C, bottom C, left C, right C, right C, left C, right C and left C. If entered correctly a string of zeros followed by a number will appear, now return to the game for a punch up.

## Choose Your Opponents

Press Start and choose Play Game or Practice. Highlight the team you wish to play against then press the right C button three times, you should hear a click if done correctly. Now start the game and you will be playing against the team you highlighted.

## Super Teams

Before starting a game, select Setup from the Main menu then select Options. On the Options screen, hold the Left shoulder button down then

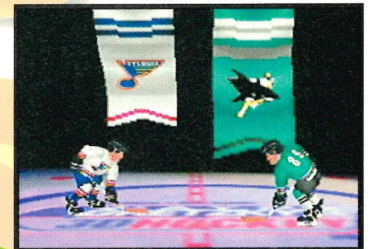
using the C buttons press: Right, Left, Left, Right, Left, Left, Right, Left and Left. The special 16-digit code will appear at the bottom of the screen and the four super teams (Williams, the 99ers, Canada and USA) will now be available from the Team Select screen.

## Invisible Players

During the face-off, pause the game and select Replay then use the Left shoulder button to select one of your team members or press the Right shoulder button to select one of your opponents team members. When the player you have selected is flashing, press the Z button to make them invisible.

## Instant Gretzky - NY Rangers Match

Highlight Play Game on the Main menu then press and hold any of the C buttons. Now press the Start button and you'll be taken straight to the face-off playing as Wayne Gretzky with the New York Rangers.



**Yet again we're back with more goodies to give away for the best cheat, code or secret sent in.**

# TOP TIP

**This month's winner is  
Mr J. Lowe from Oxford**

who gave us the codes for accessing the Cheat Menu in Hexen. He'll soon be the proud owner of a DATEL Mega Memory cartridge, Game Killer and T shirt.

**If you have any Nintendo 64 cheats, codes, passwords or anything else that's out of the ordinary that you'd like us to include in our up and coming list of A to Z Hidden Extras, then send 'em in to us here at 64 extreme (please state version), YOU TOO COULD BE A WINNER!**

Contributors: A. Barrett, Brentford. Hynam Kendall, Luton. Mark Lambert, Newburn. Ben Hamilton, Swinton. Dan Dewdney, Horsham. Richard Washbrook, Willenhall. Mathew Clarke, Runcorn. Dave Allsop, Gravesend. Keith Noble-Nesbitt, Durham. Max Thornton, West Lothian. Tarek Chouaou, London. William K. Howe, Newcastle. Nikolai Skoglund, Norway. Jacob Rukin, Swindon. Tommy Milton, Romford. Jeffery Lyle, Isle of Wight. Eden Frankham, Bournemouth.



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**OR E-MAIL: HIDDENEXTRAS@QUAYNET.CO.UK**



# ask the Experts

**S**tarting this month, Ask The Experts was going to have the top bods, Jim Pride and Jon Bailey from THE Games answering your questions. Unfortunately, due to a slight hiccup this will not transpire until next month. Meanwhile, you will have to make do with me (Pete). Any questions should be sent to: Quay Magazine Publishing, 64 Extreme (Ask The Experts), Quay House, The Quay, Poole, Dorset BH15 1HA.

Well done on producing the best Nintendo mag in the world. Fact. Anyway, could you please answer my questions?

- 1) Would you consider buying a Saturn or a PlayStation, as I have both of these consoles including the N64?
- 2) Would it be OK to send in a fanzine to you, as I would like to be a reviewer for your magazine?
- 3) Which game should I get out of these: Mario Kart 64, Pilotwings 64, WaveRace 64 or Star Fox 64?
- 4) How many games should be out by the end of the year?
- 5) Which is, in your opinion, the next best mag behind 64 extreme? Mine is CVG.

Thanks for your time. Remember, keep up the outstanding work.

Matthew Bullman  
Castleford

- 1) Yes, I would consider buying both and in fact own both of these fine consoles. It's just that the N64 is so much better...
- 2) Yes, please do. In fact we plan to run a feature on N64 related or dedicated fanzines in the near future, so if any of you are involved in such publications, please send them into us for inclusion in this feature.
- 3) Er, all of them. Seriously they are all great games in their own right, but personally I would go for Mario Kart 64.
- 4) Well at one stage it was supposed to be in the region of 26 or so, but to be honest, I wouldn't expect many more than 20.
- 5) My favourite mag apart from 64 extreme, hmm, I would have to say Loaded!

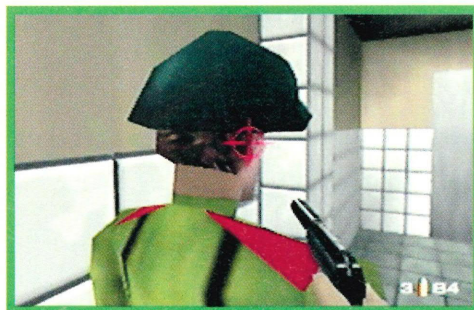
I have recently purchased an N64 with Pilotwings 64 and Shadows Of The Empire. I have a few questions that I hope you can answer:

- 1) Are there any boxing games coming out on the N64?
- 2) Will Resident Evil or Tomb Raider be making an N64 appearance?
- 3) Are there any football management games coming out on the N64?
- 4) Are Namco or Psygnosis going to make any N64 games?
- 5) Will there be a light gun coming out for the N64?
- 6) What is the Rumble Pak and what is it used for?
- 7) Will any of the following games be making an appearance on the N64: a) Syndicate Wars, b)

Formula 1, c) Premier Manager, d) Tekken 2, e) Rage Racer, f) Speedball 2 and g) Micro Prose Golf. Thank you.

Kristopher Bauer  
Rosshire

- 1) None in development at the moment I'm afraid.
- 2) I would say there is a better than good chance of Tomb Raider appearing in some kind of form in the not too distant future, but little chance of seeing Resident Evil 64.
- 3) None at all.
- 4) Namco will almost certainly have one if not two N64 titles in development by the end of the year. I fully expect them to announce those titles at this autumn's Shoshinka show in Japan. There is precious little chance of Psygnosis producing any N64 titles.
- 5) Possibly, but nothing has been announced as yet.
- 6) The Rumble Pak is vibrating feedback accessory that slots into the back of an N64 control pad. For news of the latest innovations on this device, read the news story 'Datel sends out Shock Waves' on page six.
- 7) Sorry Kristopher, there are no current plans for any of the games that you list.



I have to make a decision now on what games to buy. First I thought that Turok would be my next game to buy, but I hear that Goldeneye 007 might be better. If they were different types of games I would get both, but they're not and I would rather get a different type of game than get two games of the same style. Could you tell me what game of the two I should buy or if I should get them both or should buy the better one of the two and buy a game of a different genre and eventually buy the other one.

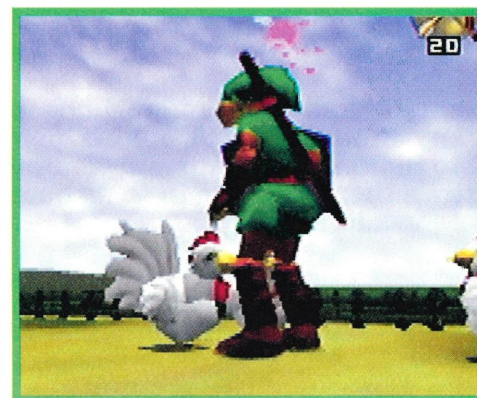
Daryl Fitzgerald  
Merthyr Tydfil

**Believe me when I tell you that Goldeneye 007 and Turok Dinosaur Hunter are both vastly different games. Yes I know that essentially they are both first person perspective shooting games, but Turok is an all out hack and blast game, while Goldeneye is far more subtle in style, with involved missions and puzzle solving, along with a belting four player mode. Get both, they are equally fantastic!**

I recently came back from the States and a few of my friends out there had N64's, I couldn't wait to get back to the UK and buy my own. Now I have an N64 things are a bit different and I have a few questions...

- 1) Hangtime and 3D Hockey are two games out Stateside, will they come out here?
  - 2) I only have enough money for one game, should I buy ISS 64 or WaveRace 64?
  - 3) When is Star Fox 64 due for release?
  - 4) Are there any promising RPG's for the N64?
  - 5) Are there any plans for Mario Kart 2?
- Craig Kind  
Southport

- 1) According to GT, both will be out in August.
- 2) Tough one but I would go for ISS 64, simply down to ISS 64's superior longevity factor.
- 3) Star Fox 64 will be released in September now under the title Lylat Wars. See news story 'Nintendo outfoxed' on page six.
- 4) They don't come much more promising than Zelda 64, due out on import in December.
- 5) None at the present. I shouldn't hold your breath, it took Nintendo six years to follow up the original SNES game with a sequel!





# FOUR PLAYER FRENZY

*Oh yes indeedly, it's the return of the four player one!  
This time around the boys playtest Heroes and International! Superstar Soccer 64 in their own inimitable way!  
Just place two crates of Stella Artois in the room and stand well back!*



# THE PETER FILE

## International Superstar Soccer 64

**More fun in 4 player?** No, I don't think so. It can become a bit of a battle with you and your team mate to cursor up the player nearest the ball first, which kinda spoils things. I prefer it as a two player game.

**How could it be improved?** A break down of how each of the four players performed and a man of the match award would be nice.

**Any sneaky ways of cheating?** Each side has two superstar players, constantly foul the best of these two players and eventually he will be injured forcing your opponent to substitute him. This may lead to your player being sent off or booked but it will be worthwhile.

**Be honest now, who was the best at ISS 64?** It gut's me to admit Dazza and Saul. Dave and I unwisely decided to team up against the Siamese writing retards, not taking into account that the pair of them spend most of their (working) time arsing about and playing ISS 64.

**How does it compare to the original 16-bit version?** Far better in every department.

**Overall comment and score out of 100?** A brilliant game in one or two player mode, which I would have enjoyed far more if I had some practice prior to the night. **80%**

## Hexen

**More fun in 4 player?** The four player mode was surprisingly good, at least as much fun as the single player mode.

**How could it be improved?** The quality of the graphics suffer pretty badly in four player mode which is a shame and would benefit greatly from an overhaul. Also, it would have been good to have had a statistical run down of how each player fared at the end of the game.

**Any sneaky ways of cheating?** Pin a life size photo of Pam Anderson to Saul's back, Dazza will become entranced by the sight of Pam and will attempt to fornicate with the picture. The bewildered Saul will run for his life with Dazza in hot pursuit. It is then an easy task to take advantage of the confusion and batter the crap out of the helpless Clerics and Warriors. Sure worked for me!

**Be honest now, who was the best at Hexen?** Pretty much honours even really.

**How does it compare to the other versions?** Well, it's exactly the same as the other versions except that it has the nifty four player split screen mode, which I suppose makes it the best version yet.

**Overall comment and score out of 100?** The fast and frantic gameplay had us all hooked straight from the word go. We spent most of the game either laughing and shouting as we delighted at dishing out grief to each other or yelling in surprise as we got ambushed by somebody

who was jammy enough to come across a weapon. Highly recommended.

**92%**

## Getting Nosy!

**Desert Island video game?**

John Madden

Football 97

(Sega

Saturn).

**What do**

**you think**

**about sex and violence in**

**video games?** There is a huge market waiting

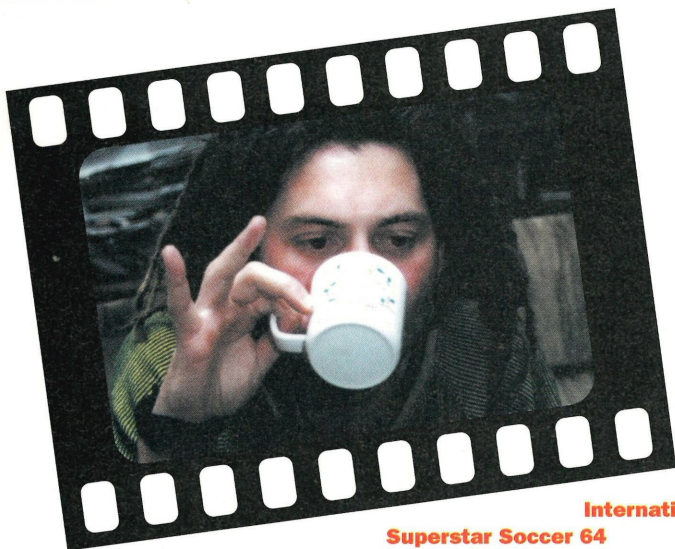
to be discovered out there for adult orientated games. By adult I don't mean pornographic or tasteless OTT violent games, just games that have more adult themes. It is a shame the games industry cannot get treated in the same way movies and videos are, where all the adult only material is clearly defined and kids can't readily get access to it. One day this industry is going to grow up and fulfil its potential.

**Which N64 game are you looking forward to most this year?** NFL Quarterback Club 98. It's going to be the answer to every gridiron fan's dream!

**Tell me a secret.** The last question that I had set for these questionnaires was 'How did you lose your virginity?' But Dave got his censorship scissors out of the Managing Editor drawer and cut it because he said it wasn't "suitable or relevant". So now you guys will never hear the story of young Dazza's bizarre ostrich and llama love triangle. Help, I'm being oppressed!



# THE DAZZA FILE



## International Superstar Soccer 64

**More fun in 4 player?** Not when you're playing against dweebs like Pete and Dave. It was like taking part in a laboratory experiment with a couple of dumb witted monkeys - actually comparing them to monkeys is pretty tough on the primate species, as they can at least learn to smoke cigars and roller-skate.

**How could it be improved?** Named players, better commentary, and a sawn-off shotgun pointed at the dweeb's heads.

**Any sneaky ways of cheating?** Myself and Saul do not need cheat, we are video footie gurus. The only cheating noticeable on the night was that God had cheated Pete and Dave out of hand/eye co-ordination.

**Be honest now, who was the best at ISS 64?** Saul and I kicked the red bubbly baboons asses easily. At one stage our goalie ran up the pitch and nearly scored, it was a mockery!

**How does it compare to the original 16-bit version?** Pam Anderson gives me the horn!

**Overall comment and score out of 100?** Only because of the crap opposition. If that had been better, than this score would definitely be higher. **70%**

## Hexen

**More fun in 4 player?** For some strange reason the monkey brothers seemed to fair better with this game. But, due to lack of detail on screen, I prefer the single and two player co-op mode.

**How could it be improved?** Sorting the dodgy colour/contrast on Pete's telly would have been a start!

**Any sneaky ways of cheating?** Portal hopping.

**Be honest now, who was the best at Hexen?** Everyone was pretty good, but once again, I shone out from the crowd.

**How does it compare to the other versions?** Ask an anorak!

**Overall comment and score out of 100?** Good for a laugh, but more intense in single player mode. **75%**

## Getting Nosy!

**Desert Island video game?** Instant Harem 64.

**What do you think about sex and violence in video games?** THERE'S NOT ENOUGH!

**Which N64 game are you looking forward to most this year?** Fly Fishing 64.

**Tell me a secret.** I've been told by the editor to kerb my madness in these questionnaires, "try to actually say something relevant about the games". My freedom of speech has be quashed, do you agree?



## THE SAUL FILE

**Overall comment and score out of 100?** You wouldn't catch me sitting in on a hot summers evening to watch a football match but I'd give up the beach or pub for a night in playing four player ISS 64. **90%**

### Hexen

**More fun in 4 player?** Surprisingly yes. So what if the graphics aren't up to much. Taking a mate out with flaming hands as they run past unaware of their impending doom is great, especially when you're trying to rub in a humiliating pasting you've just dished out on ISS 64.

**How could it be improved?** A complete graphical overhaul and some custom deathmatch arenas would be a welcome addition to the four player mode.

**Any sneaky ways of cheating?** Not really, but you can annoy the hell out of everybody by starting a level and then diving straight into another portal to exit. Can't you Dave?

**Be honest now, who was the best at Hexen?** The only thing that shone out from the crowd was Dazza's polished ass so don't believe a word he says. Predictably, I was the best at Hexen but the others did put in a valiant effort.

**How does it compare to the other versions?** Duh! We're playing four player split screen Hexen, I can hardly compare it to other versions when there aren't any.

**Overall comment and score out of 100?** The biggest surprise was that we spent more time playing Hexen that night than we did ISS 64, not that it's a better game though. The graphics are poor but there's no denying that pummelling your work mates in with a spiky iron mallet is nearly as much fun as getting within inches of your opponent's goal line with your own goalie. By the way, did I tell you about me and Dazza whipping Pete and Dave on ISS 64. **85%**

### Getting Nosy!

**Desert Island video game?** I can't see it selling many copies.

**What do you think about sex and violence in video games?** What can I say? If you don't like it, don't play it.

**Which N64 game are you looking forward to most this year?** Goldeneye 007.

**Tell me a secret.** I'm typing this with my eyes closed and my hands tied behind my back from a padded cell somewhere in Boscombe.

### International Superstar Soccer 64

**More fun in 4 player?** It's a better game in two player mode, but it's still a laugh in four player, even if it does get confusing for some, no names mentioned, eh Pete?

**How could it be improved?** The four player against CPU would have been much better if I saw my symbol more than twice during the whole match.

**Any sneaky ways of cheating?** Your players run around even when you're not touching the joypad so wait until about ten o'clock, by which time everyone should be well and truly shit-faced then sneakily remove all joypads from the N64, leaving yours still plugged in of course. Hopefully everyone's beer goggles should be steamed up enough for them not to notice your mischievous little plan.

**Be honest now, who was the best at ISS 64?** If Daz and I were Brazil then Pete and Dave would be Trumpton Town United. We really gave them a pasting, getting inches away from their goal mouth with our goalie was very satisfying indeed. It would have been total humiliation if it wasn't for a cursing editor who just had to hack me down before my moment of glory.

**How does it compare to the original 16-bit version?** Never played it.

## THE DAVE FILE

### International Superstar Soccer 64

**More fun in 4 player?** Yes, most certainly. Two against two can be a real competitive blast, especially if you're evenly matched.

**How could it be improved?** Although ISS 64 if the best football game available (in my opinion) I still found it difficult to keep track of the player I was controlling and their position, which became very frustrating every time the opposition ran past me and put one in the back of the net.

**Any sneaky ways of cheating?** If your name's Pete, yes. "Moan, moan, moan, moan, moan!"

**Be honest now, who was the best**

**at ISS 64?** Either Dazza or Saul, only because they're

allergic to the outside world and like nothing better than to stay in and play with themselves and occasionally each other!

**How does it compare to the original 16-bit version?** To put it mildly, it shits on it from a great height.

**Overall comment and score out of 100?** A very detailed and enjoyable game, even if you're not a complete football fan. **90%**

### Hexen

**More fun in 4 player?** Yes, although the graphics deteriorate with the four player split screen, it was an ideal opportunity to beat the living hell out of the three characters I had to share Pete's tatty sofa with.

**How could it be improved?** The game doesn't really need improving, unlike Pete's sofa and hooky T.V.

**Any sneaky ways of cheating?** Apart from flicking bleach into your opponent's eyes, no.

**Be honest now, who was the best at Hexen?** To be completely honest, I was the best at Hexen. Not only did I score two goals, I also injured their best player.

**How does it compare to the other versions?** Apart from the four player option there's no real noticeable difference.

**Overall comment and score out of 100?** A very good game but nothing outstanding. **80%**

### Getting Nosy!

**Desert Island video game?** Anything, as long as it's solar powered or runs off coconut juice!

**What do you think about sex and violence in video games?** It doesn't bother me in the slightest, if anything I find it more humorous than disgusting.

**Which N64 game are you looking forward to most this year?** Mission Impossible, apparently it's going to be a stonker!

**Tell me a secret.** Pete and myself let Dazza and Saul win at ISS 64, otherwise there would have been a lot of foot stomping temper tantrums.



ISSUE 64 X-TEAM • QUAY HOUSE • THE QUAY  
POOLE • DORSET • BH15 1HA

# EXTREME CHANGING

E-MAIL:  
exchange@quaynet.co.uk

E-MAIL  
EXCHANGE@QUAYNET.CO.UK

**S**end in any comments about the mag or gaming in general to the above address and you may win the honour of 'Being Frank' which will ensure that a Datel Mega Memory Card, T-shirt and Game Killer Cheat Cartridge will be delivered to your very own front door. No more letters about the price drop perleeease!

## dear exchange...

### KONAMI HAVE JUST PUT ME STRAIGHT

It is now just a few days until Mario Kart 64 is released & I am hoping Nintendo do a better job on the conversion than they did with WaveRace 64. WaveRace 64 has been out for months in America & even longer in Japan! I haven't played either version, but I have heard that the UK version (which I



have played) is a lot slower and the borders are massive! I thought maybe there was no way round this, but Konami have just put me straight. With ISS 64, we are getting a faster game with very slight borders. It seems that Nintendo really don't care about us UK gamers.

Pete Connew

**We are reliably informed that it takes approximately two to three weeks to PAL optimise a game, so not to do so is both lazy and disrespectful to the UK market. ALL developers should be forced to PAL optimise their software, but that is hardly likely to happen while Nintendo themselves are the greatest offender. This matter needs sorting!**

### FASTER AND A LITTLE BIGGER

Compliments on a classy magazine, nice to see an adult orientated games magazine for once. What I want to ask you is about all the supposed modern polygon based games. As an ex-owner of an Atari ST, I remember playing a game called 'Hunter' which was an army mission/RPG kind of game. As far as I can remember this was a polygon based game, in a real 3D world. So what is so special about the new ones. Admittedly they are much faster and a little bigger, but the original idea was there many years ago.

I'd also like to ask you about games on the 64DD. On my Atari ST, I was

a massive fan of footy management games. 'Kick Off - Player Manager' being the cream of the crop. When I purchased my SNES I was disappointed to find that there was only one management game, which to say the least, was a disappointing game. I assumed this was due to the capabilities of cartridge. With the depth of game that is supposedly available on 64DD, do you know of any player management games in development, or if any are likely. One last thing, I often read about lack of cartridge space, which is why Nintendo are developing the 64DD, but why is it not possible to make cartridges physically bigger, I assume there is a simple logical explanation for this.

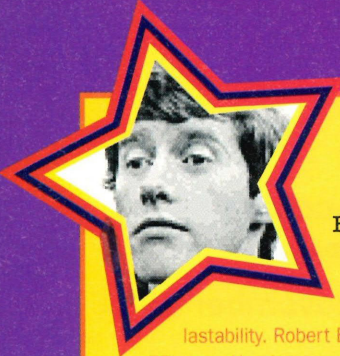
Could you please answer my questions as I am very interested to know.

Andrew Hayhurst.  
96822104@mmu.ac.uk

**Nobody is claiming that polygon based 3D games are a new thing, but the first games to use this kind of programming were very basic and slow to say the least. The real difference in modern**

**day polygon based 3D games, is the different effects and techniques that are employed to make them more realistic, such as texture mapping (a process where texture-maps are laid over or wrapped around polygons in 3D games to enhance the realism and look of the game), light sourcing, etc. If you took away the texture mapping from Super Mario 64 it would look awful, as for N64 3D games being 'a little bigger' than old Atari 3D games that is ridiculous. The worlds are huge in SM64 for instance when compared to early 3D games. Bad news about a soccer manager game for the N64, it just isn't gonna happen. Soccer Management games are squarely enjoyed by the European market and would be as well received in Japan and the States as Mah-jong games would be here, therefore no European developer would be likely to release a game that has such a small potential market. The current maximum cart size is 96 MB but with new compression techniques this will**





# To be Frank!

Hmm, Betty says that Andy 'Bogard' Ward should win a Datel Mega Memory Card, T-shirt and Game Killer Cartridge for 'being Frank' this month. Hmm nice!

I am writing because I feel that many games players are missing out on what I call the 4th dimension in games playing: The playability and lastability. Robert Brokiehurst (Issue 3) says that he is disappointed with the lastability of SM64, and that it took him just 5 days to 'complete' the game with just 77 stars. He also says (as your reply rightly highlighted) that he used a guide for courses 7 and 10 because he thought that they were too hard. Echoing the reply given, I would like to ask what is the point of buying a classic such as SM64 and then ruining it by using a guide? Now, I will admit to having used a guide to find the location of the last star on course 2, but only because I was playing the Jap version at the time and did not have a prayer of finding it myself (with the English version, it sort of gives it away). It took me 5 days to complete the English version with 120 stars, after having already collected 38 stars on the Jap version in 6 hours. I have since completed it again, this time taking just over 9 hours over two days. I am certainly not disappointed with the lastability of the game and my reasons are explained below.

It has been said time and time again that there is more to a game than just the aesthetics, there is also the playability and lastability. I call them the 4th dimension, especially in 3D games, because it describes the time needed (lastability) to gain the skill to use the controls (the playability) to move in the other 3 dimensions efficiently. This is rather a farty way to explain it, but read it again and it'll sort of makes sense. To take it even further, lastability itself is not about how long it takes to complete a game, but how long it takes to achieve complete mastery of it; to learn all of the secret techniques and short-cuts that require true skill. Beat-em-ups, like the original Street Fighter 2 game on the SNES (and not any of the MK series), show us what mastery is all about. For a platformer such as SM64 to have the 4th dimension in such abundance is a true tribute to Nintendo.

My main point is that just because you have completed a game (in this case with 120 stars), it does not mean you have also fulfilled its potential. I have some challenges for SM64 players out there: 1) Try completing it fully in under 6 and a half hours. 2) Try completing losing only 5 lives, then only 1 life, then losing no lives. These challenges are ones which all the guides in the world could not help you with, because they require actual skill and not just the ability to read a guide. These challenges are ones which prove Super Mario 64's worthiness of a 97% score for lastability.

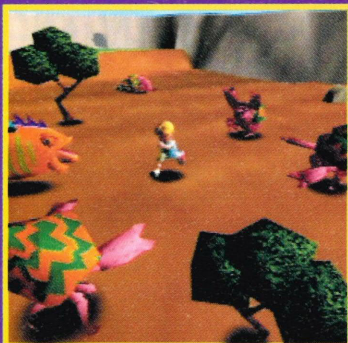
A game is there to be played to death and to have all its secrets stripped from it, that's what its there for; remember this when you next open the pages of a complete walk-through to your game and are about to cut short the lifespan of something that you have shelled out over 50 quid for.

Thanks for listening,  
Andy "Bogard" Ward  
andy@jonria.force9.net

Couldn't agree more Andy. I can't understand why people will go out and spend £60 on a game and then as soon as the going gets tough they start using a player's guide or cheats and afterwards have the gall to complain about how easy the game was. Here's a little advice for everyone who has just bought a game and want to get the most from it. 1. Never play a new game on an easy setting until you have tried playing it first on normal and found it really tough going. Easy settings are supposed to be for novices, small kiddies and lamers and are meant to be (surprise, surprise) easy. 2. Only use guides when you are absolutely desperate and cannot progress any further without their help, or you have finished the game and want to check out what you may have missed. 3. Same deal with cheats really. For Christ sake use some restraint, just because you have a cheat does not mean you have to use it, otherwise you are going to spoil the whole experience for yourself. All of this is bleeding obvious really, but you would be surprised the amount of impatient gamers there are out there who simply don't get the best from their games. Rant over!



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eventually be boosted to 256 (two and a half times more) which will give programmers far more freedom (like on Mother

**Earth 3). The 64DD is intended to allow a huge amount of game saves as well as being able to save custom made game characters.**

## YOU CAN SURVIVE WITH ONLY ONE KIDNEY YOU KNOW

I've thought of some handy tips for all those cash starved people out there who are desperate to get an N64, but don't have the money to do so:

(1) There's a virtual gold mine right inside your body! Sell those unwanted organs for fast cash!

You can survive with only one kidney you know.

(2) For the second, more complex method you'll need the following:

- 1 extra large box
- 1 ton of cheese
- 1 fake beard
- 1 father (employed)

Place the extra large box in your bedroom. Ask your Father to enter the room and tell him there's a pressie at the bottom of the box. When he leans over the box, push him in, pour the cheese into the box (so he won't starve) and seal it.

Put on the fake beard and take your Father's place until you've earned enough money at his work to buy an N64.

(3) Sell your younger brothers/sisters to the local sausage factory for £100 per child.

There you go, some simple tips for easy money! Roger and Yvonne Manchester

And they say that young people show no initiative these days!



# Extreme

Publisher - Acclaim

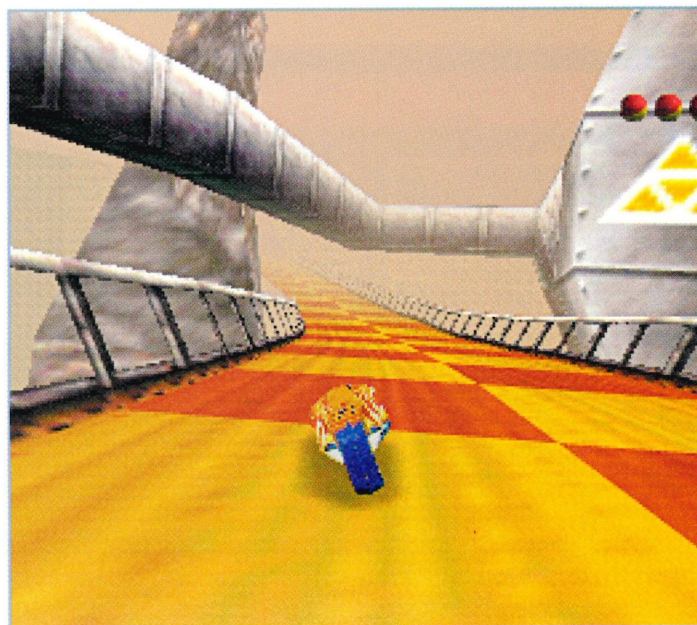
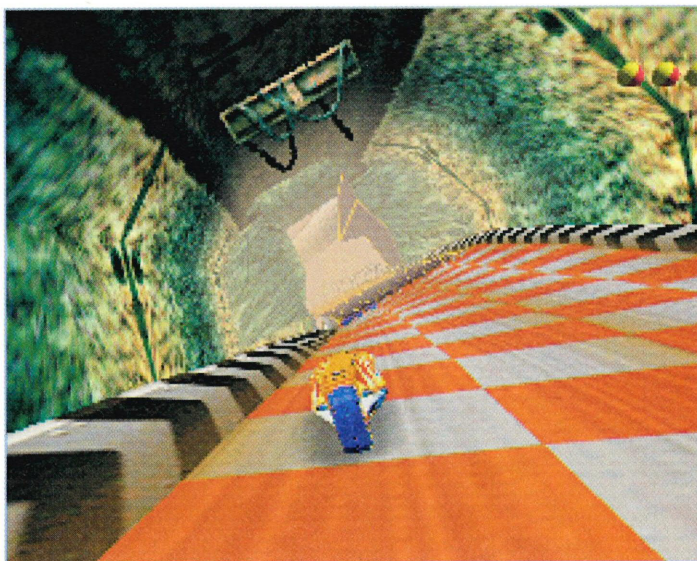
Developer - Probe

Released - November 1997

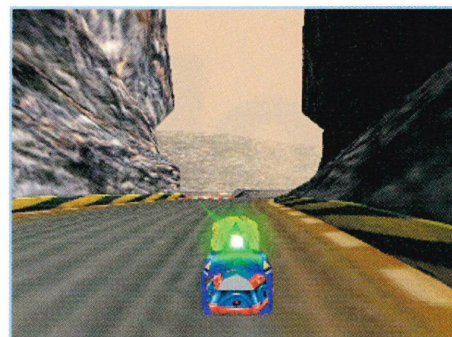
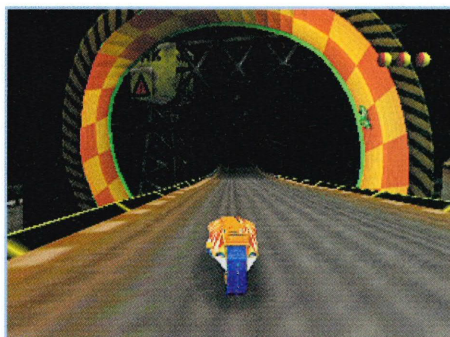
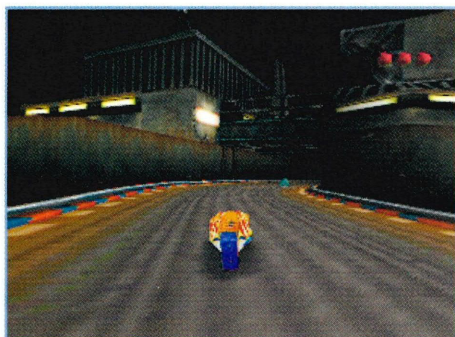


The first thing that strikes you about Extreme G is the insane speed at which it runs, it really does take your breath away when you play it for the first time and you will certainly struggle to get to grips with the sheer frenzied speed of the bikes on your first couple of races. The one game I guess it will be compared to is Psygnosis' Wipeout, which is fair enough I suppose because they are both futuristic racing games with attitude. But apart from the obvious fact that Extreme G is played with bikes instead of Wipeout's hover cars, Extreme G does feel and handle very differently to the much acclaimed Wipeout.

Extreme G boasts the most extravagant armoured and sound-barrier-busting bikes ever. There are eight to choose from, each with varying degrees of acceleration, top-speed, handling, shield strength and offensive payload - all being guarded by a transparent shield. The protective shield wears with every hit received, leaving the riders exposed to attack, the bikes actually kind of remind of the speedy hover bikes from the classic sci-fi movie Tron!







An imaginative range of weapons are available, these include a Control Swap Missile that reverses the target vehicle's controls and Phosphor Flares that blind all bikes behind the rider.

Along the spiral tracks, your rider will be able to collect pick-ups, including invisibility and turbo particle accelerators.

There are 12 tracks, these meander through environments that incorporate dank, damned conduits and culverts, mutilated musty mine shafts, abandoned water pipes and decrepit and decayed graffiti-stricken cityscapes. These roller coaster courses also contain interactive obstacles such as falling boulders, blazing sand storms, undulating lava, spark showers and bridge-outs.

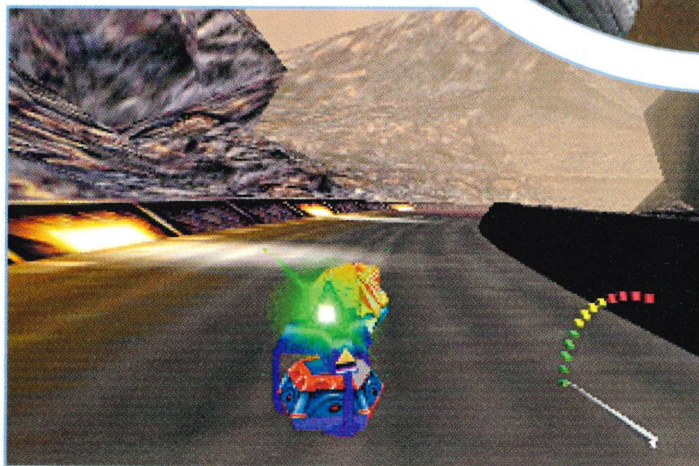
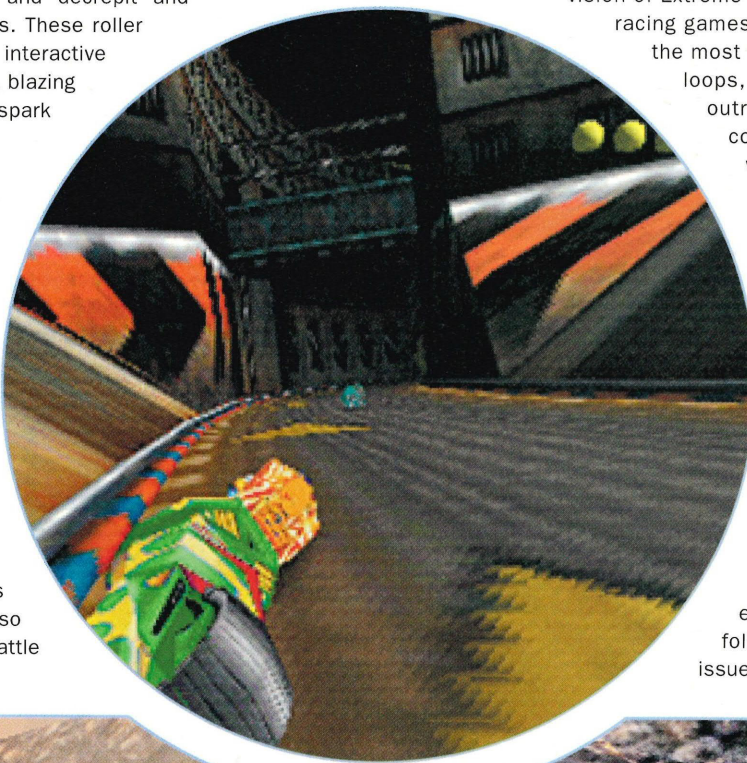
There are an extraordinary eight viewing perspectives, with the lowest providing the highest adrenaline rush. These are self-reliant and will alter depending on change of speed and track direction.

Extreme G is also a multi-player game with a maximum of four playing at one particular time, this works extremely well with very little loss of screen resolution or speed and should be a key selling point when the game is released in November. There will also be a standard racing mode and a battle mode to choose from.

The vice president of marketing for Acclaim Interactive, Steven Lux, has praised the game by saying, "The blazing speed and furious gameplay of Extreme G work together to establish a new benchmark for multiplayer action games. There's nothing like it. With this remarkable game, Acclaim continues to build on the technological foothold we established with Turok: Dinosaur Hunter, resulting in the industry standard for Nintendo 64 games".

John Olsman, Extreme G product manager, has also said, "The vision of Extreme G was to separate it from all other racing games by having the fastest vehicles on the most extreme tracks. There are so many loops, twists and turns - in addition to outrageous weapons - that Extreme G constitutes a new benchmark by which to measure any other racing game on any other system".

Having recently had the pleasure of playing the most recent code of this fantastic racer at Acclaim's Knightbridge HQ, I am going to stick my neck out by predicting that Extreme G is going to be absolutely huge this Christmas and may well knock Mario Kart 64 off its pedestal as the greatest multi-racing experience ever, it really is looking that good. For the latest update on Extreme G, check out 64 extreme issue 7, which will be followed by an extensive review in issue 8.



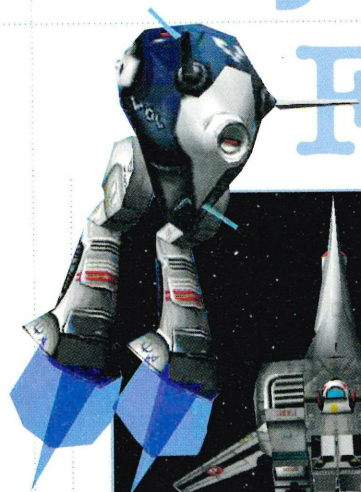




**Publisher - GameTek**  
**Developer - GameTek**  
**Released - November 1997**

# Robotech

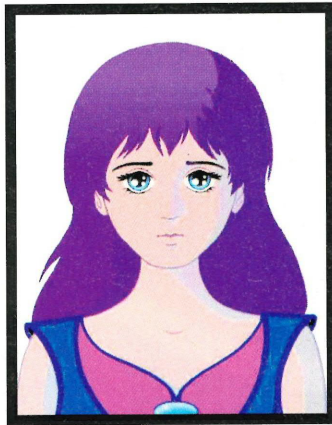
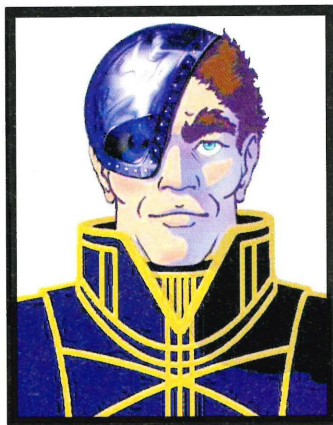
## Crystal Dreams



Faithfully recreating its cult American cartoon counterpart, Robotech: Crystal Dreams looks set to provide a totally new gaming experience for the N64.



Set in the vast Robotech Universe, you play the part of an ex-military combat ace, Kyle Bartley. Now serving as a news pilot you are drafted in to help the Robotech Defence Force in their ongoing struggle with the Zentraedi Forces and the evil Eboliar, what follows is a space opera of epic proportions. The story-line is as complex and contrived as the cartoon series and fans will be especially pleased to hear that the history of the Robotech Universe has been kept fully intact.



If you're looking for another Star Fox, you may be a little disappointed, as Robotech: Crystal Dreams works on a completely different level. Not unlike the cult Wing Commander series, Robotech doesn't simply rely on straight forward blasting to hook the player. Interaction with the other characters in the Robotech Universe is just as important as the battles that take place. For instance, if you don't have the charm to win an ex-girlfriend back, you won't get a certain piece of equipment needed to defeat the Zentraedi. Your actions in combat situations and with other characters will change how other characters react to you and in turn change the story line. Hopefully this type of interaction will make for a much deeper gaming experience than your average shoot-'em-up.

One of the unique features of Robotech: Crystal Dreams is your Veritech fighter which, as fans of the series will already know, can be transformed into three different ships. The Fighter, Battleoid and Guardians all have different features, strengths and weaknesses that will effect the outcome of a mission and GameTek are very keen to stress that this is the first game on any format, space simulation or not, where you can actually transform your ship in flight.

The graphics look set to be something special too. GameTek have utilised the N64's 3D capabilities to the max to get the game looking as smooth and polished as possible. The number of polygons used for each ship is





much higher than any other platform could handle and a huge amount of enemy ships can be seen on screen at one time, without slow-down. There's loads of neat graphical touches that all give the game that little bit extra, like your reflection in the cockpit glass or the

3D animated faces you get when speaking with other characters.

There are a number of different types of missions, ranging from a basic combat to rescue attempts on friendly ships and personnel. You'll earn points according to your performance and these points can then be used to upgrade your Veritech. Shop prices and availability of the upgrades all depend on how you've treated certain characters in the game. If you upset someone with connections, you may not get the equipment you need.

You'll encounter different scenarios as you fly around in space, however not all missions will involve the story line. You may come across a small skirmish which has nothing to do with the story line, but getting involved



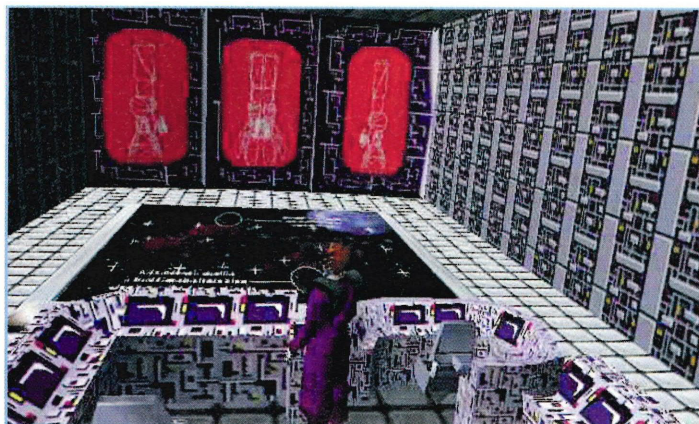
will earn you points to upgrade your ship. The Robotech Universe is a totally free environment and where you go is your own prerogative but if you avoid the important missions, the consequences will come back to haunt you later on in the game.

Sometimes you may be informed of a new mission whilst you are in battle, forcing you to decide what to do on the spot.



Robotech: Crystal Dreams is a real time 3D space adventure, in fact if you were to play the game without using accelerated time once, it would take a massive six months to complete. Of course, you're going to accelerate the time to get across space but it just shows the vastness of the Universe in which the game takes place.

Gametek have got themselves a sure-fire hit with Robotech: Crystal Dreams, if only in the States. The Robotech licence is no where near as big in the UK, but whether you're a fan or not, Robotech: Crystal Dreams should satisfy those gamers looking for a deep and involving game with a huge dose of action to boot.





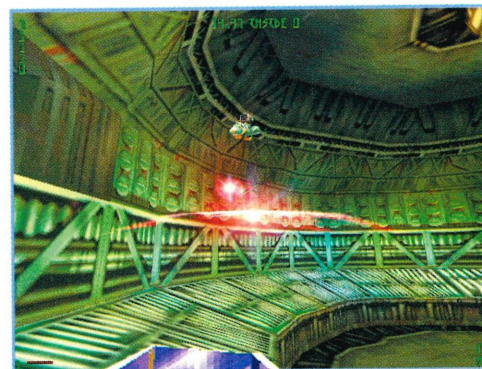
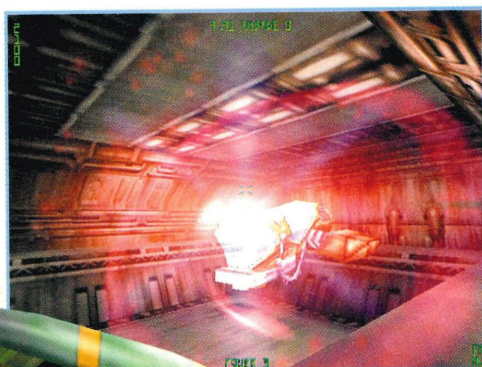
# Forsaken

Publisher - Acclaim Entertainment, Inc.

Developer -

Released - Spring 1998

**P**lanet Earth has been ripped apart by an uncontrollable fusion reaction caused by a botched experiment. Ten years on, the shredded planet is an inorganic husk. The deceased cosmos has been categorised as denounced and is 'up for loot'. Now, low-lives from around the galaxy have the legitimate right to plunder the dead system and take anything that is remaining.



Participants in Forsaken take on the part of one of these unrelenting legionnaires. Upon pioncycles, you have to explore deserted colonies of Earth and clash with gene-muties to amass a fortune.

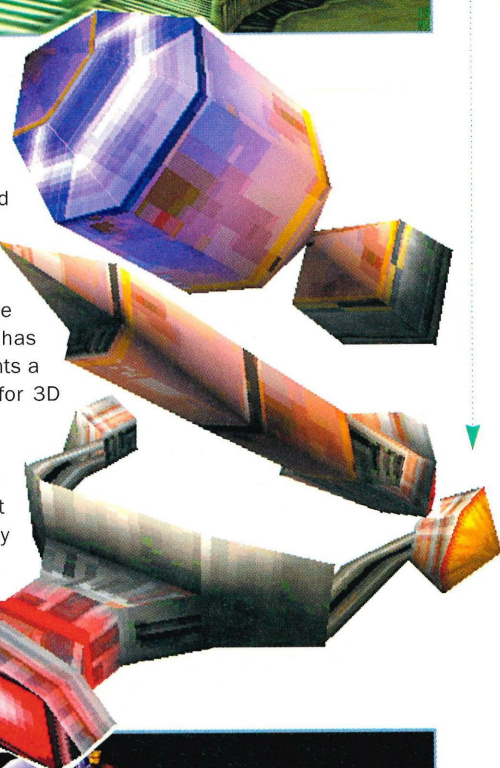
This 1st-person action shooter is played in a full 360 degree environment. Camera mounted missiles, spider mines, Suss-guns and beam lasers are just a few of the twenty five weapons available.

There are fifteen single-player levels and eight multi-player levels. There is also interaction with the surroundings. For example, doors have to be exploded in order for a player to pass through them - some melt, others erupt while others grow back after being damaged. Fifteen

characters are available, each with distinct voices and language that mirror their various personalities. All this is rounded off with 3D sound capabilities that enhance gameplay.

Steven Lux, Acclaim Interactive marketing vice president, has pronounced, "Forsaken represents a technological high watermark for 3D 360 degree shooters".

Screen shots are taken from the Windows 95 version, but don't worry, the Nintendo 64 can easily reproduce this quality and we have been assured that it will be graphically exact.





# 64ex directory

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## Blast Corps



Playing Blast Corps is like a breath of fresh air. It's original, it looks great, it plays great and it even sounds great (well almost). The explosions are the best in videogame history. Blast Corps comes in a very close second to Super Mario 64 and Turok: Dinosaur Hunter and we can recommend that you put it close to the top of your list of wants.



Blast'em-up Issue 2 Nintendo

94%

## Cruis'n USA



This is the first N64 turkey we've played and hopefully the last, it may be an accurate conversion of the coin-op but that's as far as it goes. If Nintendo have let a big fish through their quality control nets, this is it. Sorry, did I say fish? I meant whale. Steer well clear, your money will be better spent in the charity box for the Salvation Army.



Racing Issue 1 Nintendo

49%



## Doom 64



Been there, seen it, done it twice! You may think that it's just another console conversion with few new levels, you'd be wrong. Although it keeps many of its original characteristics, Doom 64 incorporates a really smooth 3D engine accompanied by tidy redrawn sprites. Bone-chilling effects throughout the game. One of the greatest games of all time gets the best conversion ever!



Shoot'em-up Issue 3 GT Interactive

93%

**H**ere's a fundamental look at all the games analysed so far by the Extreme team. Look and learn, if you're considering buying a cartridge, we give an unbiased, impartial, unprejudiced, unbribed view. Honest guv!

## Doraeman



Based on a Japanese children's cartoon, Doreaman is a simplistic version of Super Mario 64 that lacks in graphical detail, speed, camera angles and a sense of freedom. The soundtrack would embarrass a SNES game. Essentially made for the Japanese market, it's a yawnsome game you'd never want to play, even if you could understand the text. Definitely one to avoid!



Platform Issue 3 Epoch

45%

## FIFA 64



FIFA 64 suffers from the same afflictions as the rest of the series, namely a fiddly control method and a feeling that you're not entirely in control of the action. It is also guilty of being far too similar to the recent 32-bit versions. It's not up to N64 standards but is playable enough once you get to grips with its awkward controls.



Football sim Issue 2 Electronic Arts

73%

## The Glory of St Andrews



It may be the first golf simulator developed for the N64 but you could mistake it for a 16-bit conversion, it's that good. The landscape graphics are dire and the control method awkward to master, you can however create your own player which is a complete waste of time considering everything else is substandard. To put it mildly, it's a load of old balls!



Golf sim Issue 3 Seta

30%



## Human Grand Prix



With chunky arcade graphics, Human Grand Prix looks like an impressive racing game, unfortunately though it doesn't use the full potential of the N64's hardware capabilities and could have been just another 32-bit conversion. Admittedly, it has its moments but there are too many flaws and the pop-up scenery leaves a lot to be desired. Even die hard F1 fans will tire of this quickly.



Racing Issue 3 Human Entertainment

60%

## International Superstar Soccer 64



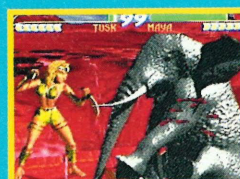
International Superstar Soccer 64 is at the top of the league as far as N64 football games go. The controls are user friendly and allow some superb moves and goals, the gameplay is fast and exciting and the animation is smoother than Barbie's bits! The attention to detail is second to none although the commentary does get repetitive and annoying after a short while.



Football sim Issue 4 Konami

95%

## Killer Instinct Gold



Superb backgrounds add depth to this 2D game. Crisp and clear sound effects, and sufficient backing tracks. Good fun, especially in two player, but can be frustrating when playing the combo addicted CPU. Pal optimised, so runs fast and smoothly. Not the best fighter of all time, but definitely the best released so far on the N64. Killer Instinct fans will love it!



Beat-'em-up Issue 5 Nintendo

82%

## King of Pro Baseball



Graphically the game is cute, bright and cheerful. The controls are relatively difficult to master but fortunately there's a practice option that'll allow you to brush up on your pitching, batting and fielding skills. There's a large variety of options to choose from, including multi-player, but unless you can read Japanese they're pretty useless. If you're a young Japanese baseball fan who likes big heads, you'll love it!



Baseball sim Issue 3 Imagineer

70%

## Mahjong Master



This is another game that has been developed solely for the Japanese market which is probably just as well because unless you're Japanese you'll not know how to play the game let alone decipher the text. The graphics and sound are adequate considering the limited gameplay but to be honest this will only appeal to a very small minority. Unlikely to be released in the UK.



Card game Issue 3 Konami

37%

## Mario Kart 64



This is unconditionally the ambassador for the Nintendo 64. With eight different characters to choose from, three sizes of engines, sixteen different courses (plus a secret mirror mode), numerous power-ups and a four player mode this game has an infinite lifespan. And with great graphics and sound, there are really no complaints against this game. This is definitely one for your collection.



Racing Issue 5 Nintendo

95%



## Mortal Kombat Trilogy



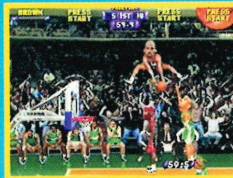
MK Trilogy is just another attempt by Midway to capitalise on a well established license, knowing full well that some individuals will buy anything that says Mortal Kombat on it whether or not it is good or bad, and in this case it's very bad. It's a basic beat-'em-up that falls very short of N64 expectations. Flat graphics and sound. Money for old rope!



Beat-'em-up Issue 5 Midway

55%

## NBA Hangtime



Graphically, NBA Hangtime is nothing to shout about but the controls are straight forward and keep you in the action at all times. It offers a very comprehensive create-a-player option as well as a four player mode that all add to the fun. If you want the equivalent of the NBA Hangtime arcade machine in your home, buy it.



Basketball sim Issue 2 Midway

72%

## Pilotwings 64



Although Pilotwings 64 is not an original idea, there's something about the game that takes you into an element of its own. The graphics of this free flying extravaganza are beautifully rendered and smooth, the controls are user friendly and the gameplay is highly addictive. This is one of the few games that takes advantage of the N64's power and it shows. Highly recommendable.



Flight sim Issue 1 Nintendo

90%



## Shadows of the Empire



The game starts off great but after a while can get a bit repetitive and tiresome, especially on the first person perspective levels. The outdoor scenery is well drawn and pleasing to the eye and the sound well orchestrated but the gameplay is pretty much predetermined and doesn't allow any room for freedom. It's got that Star Wars feel about it but you'd expect something more.



Shoot-'em-up Issue 1 Nintendo

86%

## Star Fox 64



Star Fox 64 is a very impressive space shoot-'em-up and the first N64 game to utilise Nintendo's Rumble Pak. The game itself consists of fifteen various battle zones all of which are defined by how well you performed on the previous level. The gameplay is adrenaline pumping and additive, the graphics are flawless with imaginative designs giving each battle zone its own unique feel, the sound effects are top rate and fit the game perfectly and the speech samples clear.



Shoot-'em-up Issue 4 Nintendo

95%

## Super Mario 64



If you'd heard that Super Mario 64 is the best video game ever, it's probably the truth. It's a truly stunning 3D adventure game that incorporates textured mapped graphics to create three dimensional environments, 360 degree movement that allows more character freedom than ever seen before and a variety of view perspectives that greatly increase the scope for puzzle solving.

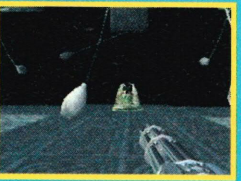


Platform Issue 1 Nintendo

97%



## Turok Dinosaur Hunter



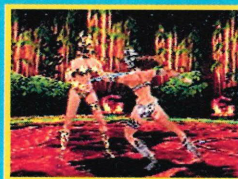
Turok is a most impressive shoot-'em-up that really hits the spot. The graphics are well drawn with clear detailed sprites and the mist effects greatly increase the eeriness and atmosphere. The controls are a little unusual but effective and easy to use with a little practice. Although Turok was the first official game to be censored, the options do allow you to toggle the blood on and off.



Shoot-'em-up Issue 1 Acclaim

97%

## War Gods

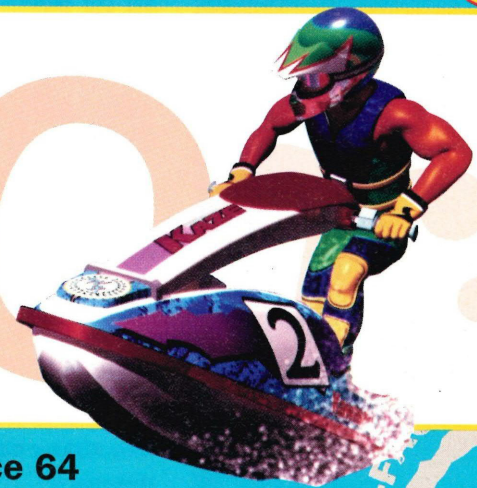


The fighters themselves look very nice but the animation is stilted and the frame rate is slow. The 3D backgrounds are well-detailed. Eerie sound effects and music. Fast and frantic action, but tough CPU AI may put some people off. There is not enough depth to keep most gamers interested for a very long time. War gods is doomed to be fun for five minutes then forgotten forever.



Beat-'em-up Issue 5 GT Interactive

65%



## WaveRace 64



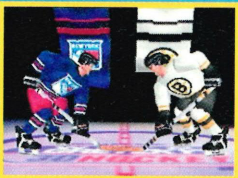
This is another one of Nintendo's stunning titles that takes full advantage of the N64's capabilities. The riders and jet skis are made up of beautifully coloured and solid polygons. The waves look and feel realistic, the controls are simple and well suited to the analogue stick and the two player mode truly enjoyable. WaveRace 64 is a most innovative gaming experience providing jet powered fun.



Racing Issue 4 Nintendo

94%

## Wayne Gretzky's 3D Hockey



This is a superb sports sim that's fast, fun, easy to play and really enjoyable, especially in four player mode. The animation is smooth and makes good use of the camera angles even when things hot up. The controls are relatively basic but allow you to pull off a few fancy moves to put your opponents to shame. A very polished piece of arcade software.



Ice hockey sim Issue 2 Midway

85%

## Wonder Project J2



Unfortunately this is another Japanese game that'll not reach our shores, officially. Wonder Project J2 is a character moulding game in which you teach a young girl the ways of life. The 2D environment is acceptable, but the sound is very poor and many of the sound effects are worthless. Although the gameplay won't give you 'Nintendo thumb' the outcome of your answers can be very rewarding.



God/sim Issue 4 Enix

75%



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## ROCKING REVIEWS ON...

**Go Go Troublmakers**

**Clay Fighter 63 1/3**

**Goeman 5**

**Blast Corps (UK)**

## FREAKED OUT FEATURES ON...

**ARTIFICIAL INTELLIGENCE** - Games that think for themselves,  
evolve before your eyes, have families and feelings. They're  
coming sooner than you think.

**DREAM TEAM FOCUS** - Probe

**HISTORY OF NINTENDO PART FOUR** - The Nes goes Super.

## PEARLESS PREVIEWS ON...

**Mission Impossible**

**Metal Gear**

**Mother Earth 3**

## GROOVY GUIDES TO...

**Hexen - Part two**

**Dark Rift**

**Hidden Extras - A-Z of Tips to die for.**



GAME OVER



# DRIVERS WANTED

# BLAST CORPS

The clock is ticking. Drive any of the 15 different vehicles from the agile Skyfall buggy to the awesome power of BACKLASH. As a member of the elite Blast Corps unit, your mission is to destroy all that lies in your path in a hard hitting, block busting, demolition mission.

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64  
BIT POWER

94  
MHZ SPEED

3D  
ENVIRONMENT

STEREO SOUND

MEMORY PAK



NINTENDO<sup>64</sup>



Get into it.



